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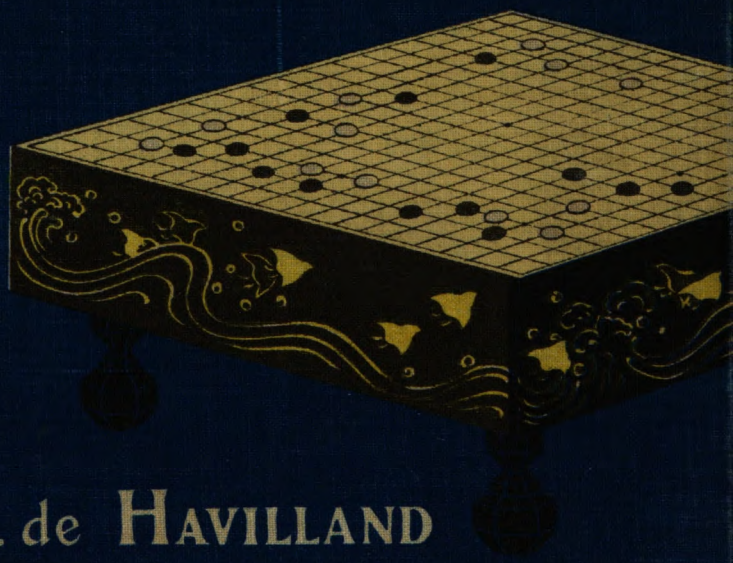
The A B C of GO



W. A. de HAVILLAND

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THE

A B C

OF

GO

THE NATIONAL WAR-GAME

OF

JAPAN

BY

W. A. de HAVILLAND, M. A.

TOKYO

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JAPANESE 'GO':

A GAME OF STRATEGY.

PREFACE.

Many foreigners have often wondered at the patience of 'Go' players, and the casual observer has been utterly at a loss to understand either the object of the game or the source of the pleasure derived. If we question our Japanese friends they will probably inform us that the game is of a very complicated nature and one that is extremely difficult to make clear by mere description or even by actual demonstration. They will tell us it is a highly intellectual game in which strategic ability is displayed to the greatest advantage. That it is a game of absorbing interest and fascination is apparent to anyone who has watched a contest: that it requires cool judgment and skill ranks it with Chess in European countries.

In China, the land of its origin, the game seems to have lost its popularity, but in Japan it is *par excellence* the game of the educated classes, though universal enough to be called the national game of Japan.

To give anything like an exhaustive description of the game is not in the author's power, the object of this small volume being merely to throw a little light upon a scientific game which to most foreigners seems to be without point or purpose. With a little study the general principles may be easily grasped, and a game of unsurpassed interest and novelty revealed.

In Japan the game is played by people of all ages and of both sexes.

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INTRODUCTION.

THE BOARD.

The board used in Japan is a heavy block of yellow-stained wood, generally from 3½ to five inches thick, and resting upon four small supports. Instead of the familiar black and white squares of foreign chess-boards the whole surface is of the same colour. In length the board is about 17½ inches; in breadth about 16¼. A half-inch margin surrounds the field of play, which is divided into parallelograms or 'squares' by means of cross lines making 18 squares to a side. As the board is not an exact square it follows that the divisions are not squares in actual fact, but for convenience they will be spoken of as such.

An examination of the board will show nine points well marked: these are occupied by the weaker player's men at commencement of the game, the number of men so placed being settled by mutual agreement.

THE MEN (ISHI).

Instead of wooden 'men' or 'pieces' smooth stones of elliptical shape and somewhat resembling buttons are used. These are of a size that scarcely admits of their being placed in rows upon the points of intersection of the lines without undue crowding, a feature that gives a somewhat irregular appearance to the men engaged.

The correct way to place a stone is to grip it lightly between the forefinger and middle finger of the right hand, resting it lightly on the nail of the forefinger—an act that requires some practice to perform gracefully.

The stones (called 'Ishi' in Japanese) are contained in lacquer boxes, and number about 180 of each kind.

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Where regular 'stones' are not easily obtainable ordinary black and white counters will make excellent substitutes; buttons, even, might be used.

In Japan, though the white 'stones' are invariably made of shell they are yet called 'Ishi' or 'stones.'

The 'men' in play are placed on the points of intersection of the lines and not on the squares as in chess. Once placed the men cannot be moved to other points. One man does not jump over another, nor has the end of the board opposite a player more value than the sides. To conform with European terminology both black and white 'Ishi' will in future be spoken of as 'men,' 'pieces' or 'stones,' and the points upon which they are placed, namely the points of intersection, will be called 'squares' or 'points.'

A hint may be given the beginner not to grasp a large handful of men in one hand and use it to feed the other. Each stone should be withdrawn from the box at the conclusion of the opponent's turn to play and thus required for immediate use.

The lids of the boxes are placed within easy reach, since captured men are placed therein, though this use is optional. Care should be taken before commencing that no men from a previous game are left lying near the board. The game is often won or lost by the addition of a single point derived from a captured stone, the value of which will be explained later.

OBJECT OF PLAY.

The aim of the players is to secure territory as represented by the number of UNOCCUPIED POINTS of intersection each is able to surround by his own men to the exclusion of his opponent. Each point of intersection is counted as one point in the possessor's favour; the player with the greater number of enclosed (unoccupied) points is the winner of the game. With this ultimate object in view two plans of action are followed, one being simply to rail off space by forming cordons

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of men around a coveted area, and the other that of capturing the men or space of one's opponent. Contrasting the two plans of campaign, the former is that of a cautious general erecting outworks and lines of defence to protect his camp, making it so strong that invasion is impossible, or, if the attempt be made, it must end in the capture of the attacking force. Not only has the general to fortify his camp against direct attacks along his lines immediately facing the enemy, but he must also provide against (as it were) aeroplane attacks—lest suddenly he find within his lines a small force from the clouds advantageously placed and receiving reinforcements every moment. It is in combating such attacks and in undertaking similar expeditions that the second 'plan of action' finds ample scope for the aggressive spirit. Both plans may be in operation simultaneously in different parts of the board and both under the direction of the same player. The game is concluded when neither player is able to secure further unoccupied territory, and when neither is willing to hazard further aeroplane attacks on the territory already enclosed by his opponent.

CAPTURING.

The player who so completely surrounds his opponent that no vacant point is left in the enclosure gains as his spoil all the men thus surrounded. At the conclusion of the game, when both players have intimated their unwillingness to enter the area of the other, and useless space has been dealt with as explained later, each man of the forces thus captured is regarded as a penalty point to the value of one. By being placed within the area secured by the player who made the surrender it causes his area, and thus his score, to be reduced by that extent.

There is one important detail in regard to capturing by enveloping; this will be fully dealt with subsequently under 'The making of Eyes.'

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When a player sees that capture of his men is almost inevitable he usually abandons for the moment the attempt to save them, and plays at some more profitable point. Often by this policy he is able to effect their rescue and even capture the attacking forces.

Captured men are called 'Hama.'

METHOD OF PLAY.

Black and White play alternately. The black men are taken by the weaker player, who is thereby entitled to first move. Each player as the game progresses decides upon such areas as he hopes eventually to rail off for himself, and with this object in view places a man in or near these parts as a starting point in the cordon he intends to form. Should any of his opponent's forces invade these areas they will, subject to conditions explained later, gain possession of the coveted territory or be captured in the attempt.

It will be found that the corners of the board are the simplest to protect; consequently the early moves will be to secure them.

ODDS.

A strong player will allow his opponent to occupy before commencing play one or more of the nine marked points on the board. If five men are thus given, Black will place a man on each of the four corner points, and also on the one in the centre. If four, the four corner points, and similarly for lesser odds. If six be given, the points on the sides not facing the players are occupied. If seven, the central point in addition; if eight, all but the central point; if nine, then all are occupied. Though only nine points are marked, occasionally odds of 13, 17 and even 21 are given by advanced players. Usually, however, nine points, called 'Seimoku,' are the recognised maximum.

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Four (sometimes three) successive victories cause an increase, or decrease, of one man in the odds allowed.

When odds are given, Black loses his right to first move, since he has the advantage of men already on the board.

No hesitation should be felt in accepting odds; it rarely occurs that players are so well matched as to invariably play even. Experts will often agree to alter odds after each victory and not after the usual three or four successive wins.

Some idea of the possibilities of the game and the relative strength of the players may be gathered from the fact that A may receive odds of nine men from B; B (say) five from C: and so on. The difference between a moderately skilful player and an expert is greater than that existing between a school-boy chessplayer and a Lasker.

RULES OF PLAY.

1. The board must be so placed that the narrow sides are immediately opposite each player.

2. The pieces are placed on the points of intersection of the lines. Once so placed they are not moved to other points except when advisable for counting purposes at the end of the game.

3. The right of first move is decided by one player holding a handful of pieces and requesting his opponent to call 'Odd' or 'Even.' The right to play with the black pieces is accorded the player who guesses correctly, but the privilege may be waived.

4. Black has the right of first play, except when receiving handicap odds, in which case White proceeds at once to play, and Rule 3 is ignored. Play is alternate.

5. Handicap pieces given must be placed before the game is commenced. Any of the points marked may be thus occupied, but the central point is not so used except when the odds are five, seven, nine, or more points.

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6. Four (or three) successive victories entitle the loser to the odds of one piece as a handicap for further games, even if already in receipt of odds. Three successive victories entitle him to a decrease of one point in his handicap.

Three successive defeats by Black in a game played with out handicap entitle White to first play for the next game, when Black must place two handicap pieces on the fixed points.

7. Capture is effected by forming a cordon around a number of the opponent's men in such a manner that only one unoccupied point remains to be filled before their removal. A player, to remove captured pieces (Hama), may enter an 'eye' consisting of one point only on condition that his cordon is complete and there exists within no other unoccupied point.

8. While, according to play, removal of 'Hama' in certain areas may be necessary during the progress of the game their complete removal is not compulsory until the conclusion of play immediately preceding arrangement for counting points.

9. In a 'Ko' position a player cannot repeat his previous move without first playing at some other part of the board.

10. In arranging the board for counting points both sides shall first fill up neutral ground by placing pieces (of either kind) upon the points not already taken. 'Seki' positions are excepted.

11. Before counting points all 'Hama' must first be removed and placed in the areas of the respective players thus penalized.

12. For counting points White shall arrange the territory of Black, and the latter that of White.

ACCEPTED RULES.

A player should call 'Atari' as a warning note when in a position to capture pieces which his opponent is easily able to save by (say) joining to some other friendly forces nearby. The warning is commonly heard in 'Ko' and 'Kageme' positions.

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To facilitate counting at the end of the game, the respective enclosures should be arranged as far as possible in rows of fives and tens. Men may be transferred from one area to any other to assist in this object. Bystanders are not supposed to make comments.* It is usual to allow a player to withdraw his last move, but this courtesy is not extended in match-play.

It is considered impolite to make the first move upon the central point of the board.

At the conclusion of the period of play the pieces should be returned to their receptacles and not left in position.

A player should not take advantage of an oversight on the part of his opponent, but rather aim at winning by superior strategy. It is customary to call one's opponent's attention to any oversight, and allow him to reconsider his previous move in order to defend himself.

COMMENCING PLAY.

The innate politeness of the Japanese is manifested here in a marked degree.

As soon as the players are seated opposite each other there at once commences a polite wordy duel as to who should take the white men, each desirous, or pretending to be desirous of securing the black stones, and thus courteously implying his inferiority to his opponent. If owing to vehement protestations of inferiority neither side can be persuaded to take white, the last resort will be for one of the players to take a handful of men of the same colour and continue as in Rule 3.

* The Japanese boards still show a hollow on the obverse side in which in olden times the gory head of the interfering bystander was placed as a hint to others.

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ANNOTATION.

For the sake of ready reference the diagram representing the board has been divided into four sections, marked A, B, C, and D, respectively, the two latter sections being immediately in front of Black. The lines are numbered on all four sides. The numbers attached to the long lines extending towards the player opposite are given first, a period dividing them from those denoting the cross lines. Thus 'A. 2.6' means the point in Section 'A' of the board as viewed from the nearer side of play, the second line extending in the direction of the player opposite, and intersected by line 6.

In the worked games the numerals attached to the moves refer to the explanatory notes. White's 'men' are coloured for clearness.

OBJECTS DETERMINING MOVES.

Before starting upon the analysis of a completed game it is essential that some simple positions be carefully studied.

Cases 1 to 6 present no special difficulty.

Case 7 (Sec. D) is extremely important; in fact the whole strategy of the game may be said to hinge upon a clear understanding of this feature.

Further examples are given in cases 8 to 12, see also 28 to 39.

Cases 13 and 14 are illustrations of 'Utte-gae,' in which a man in sacrificed with the object of capturing several in return.

Cases 15 and 16 illustrate the 'Seki' or 'stale-mate' position in which neither side is able to capture the other.

Cases 17 deals with one of the most exciting features of the game. The introduction of the 'Ko' position leads to a complete chagne of tactics for snbsequent moves until one side has gained the advantage. Nothing in any European game will be found similar to the 'Ko.'

Case 18 to 27 will be found of interest, while case 41 is of freqnent occurrence.

N. B.—The cases illustrated are taken from Japanese textbooks on the game.

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ELEMENTARY STUDIES

OF

VARIOUS POSITIONS

ERRATA

Page 20— 6th. line from top for "1.456" read "4.1,5.1,6.1."

Page 22— 8th. line from bottom after "by 5.1," read "and" (Black etc).

Page 26—10th. line from bottom, for "9.2" read "9.4" and for "9.1" read "9.2."

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NOTES.

Case 1. Section A.
Black: 1.2:—White: 1.1.

An illustration of the simplest form of capture. Since the outer lines act as a boundary completing Black's enclosure the man enclosed is captured the moment Black plays 2.1.

Case 2. Section B.
Black: 9.9; 8 8:—White: 9.8.

Black threatens capture at 9.7. Even if White's turn to play the result will be the same. White may extend along 9.7654321, but each move on the part of White will be followed by a corresponding pursuing move by Black along 8.7654321, capturing 8 of White's men upon reaching 8.1.

Case 3. Section B.
Black: 1.56; 2.7; 3.56:—White: 2.56.

White must escape by continuing with 2.4; otherwise capture by Black at that point is obvious.

Case 4. Section B.
Black: 5.5; 6.46; 7.7; 8.56:—White: 6.5; 7.6.

White is captured, for if attempting to escape by playing 7.5 he will still be caught by Black playing 7.4.

Case 5. Section C.
Black: 6.4; 5.3; 4.4:—White: 5.5.

Though White, if his play, may escape by playing at 5.5 he will prefer often to use his move to greater advantage elsewhere. The possession of the 'lead' is of the greatest value.

Case 6. Section D.
Black: 7.5; 6.46; 5.46; 4.4; 3.5:—White: 6.5; 5 5; 4.5.

White to play. He attempts to escape by playing 4.6, but his position is even then almost hopeless. Continue as follows:—

Black: 4.7, compelling White to play 3.6. Black replies with 2.6. Unless White in continuing his chain succeeds in reaching a point already occupied by one of his own men he will lose all enclosed. This position, which is called 'Shicho' is fully given in case 40.

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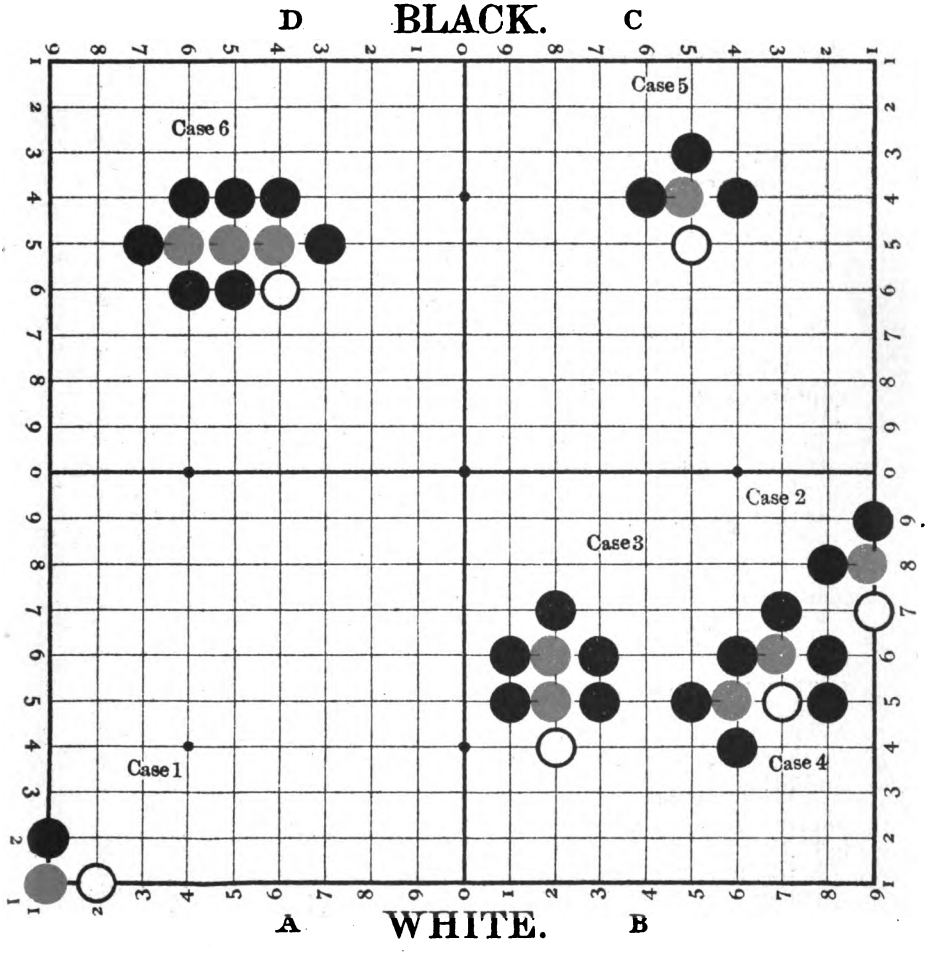

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EYES: REAL AND FALSE.

Case 7. Section D.

Black: 3.6; 4.3457; 5.1237; 6.16; 7.156; 8.45; 9.34
White: 4.6; 5.456; 6.235; 7.24; 8.13; 9.2.

1—Black to play.

Black will insert at 6.4, thus completing a cordon around the five enclosed men, which may be at once removed. They are said to be 'dead,' and 'killed' by Black, who, in a similar manner, will kill all the rest; for if White plays 7.3 to prevent the loss of the man at 7.4 Black will at once reply by 8.2, thus capturing six, and able to secure the remaining two by playing 9.1 at his convenience.

2—White to play.

White inserts a man at 6.4, the point of danger, thus making his entire position secure.

The above is an extremely important study. The unoccupied square 6.4 is called a 'Kageme' as opposed to a 'Me' (pronounced 'May'). The former might be translated 'a false eye'; the latter 'eye' in the sense of a real 'eye.' By a 'false eye' is meant an unoccupied square which must be occupied in order to prevent capture by the opponent completing a cordon at that point. Thus, in the above example, White was compelled to fill up 6.4 to prevent Black from completing his cordon at that point. One real eye is useless without a second. This may be proved by filling up with white men the square 9.1, 8.2, and 6.4, leaving 7.3 unoccupied to represent a single real eye. It is obvious that White is completely surrounded by Black, and capture will follow the moment Black plays at the one vacant point. Case 2, where 6.4 is occupied by White illustrates real eyes at 9.1 and 7.3. Since a real eye exists on either side of 8.2 this has in consequence the effect of an additional real eye, although, but for this fact it would be a false eye. Filling 7.3 with a white man will at once show this. Now, each of these squares 9.1, 8.2, and 7.3 has a white man on each side of it, and Black can never enter and remain in such a position, since White would be entitled to regard him as captured, and remove him in consequence. It follows that Black would always be lacking one move to complete his cordon *when two or more real eyes* exist. The easiest place to make eyes is in a corner.

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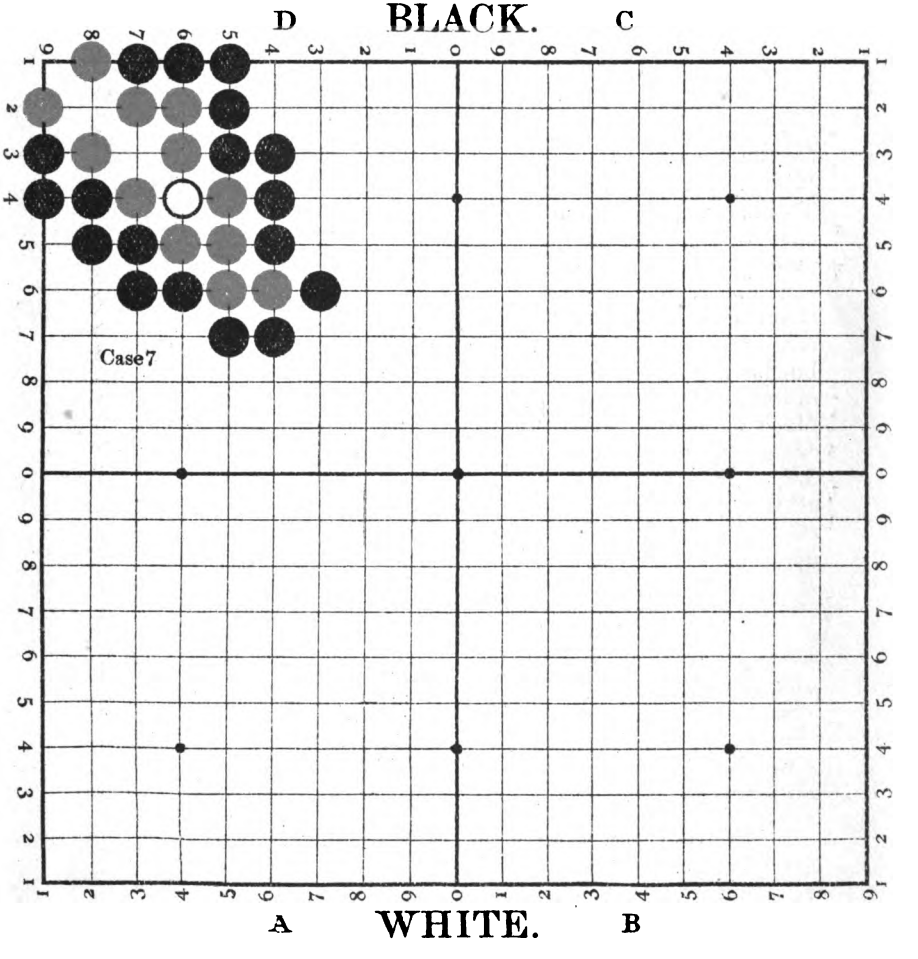

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Case 8. Section A.

Black: 3.13; 4.2345; 5.246; 6.245; 7.1.
White: 2.123; 3.245; 4.67; 5.38; 6.367; 7.2345; 8.1; 9.2.

Black's position is quite hopeless whatever be played, since the eyes are not real. At first sight it would appear that Black possesses the mininum number of real eyes, one at 5.5 and another at 1.456. In no circumstances is it possible for Black to make more than one real eye, even assuming that White permits him to play several moves without interference. To illustrate this point it will be an advantage to work the case out in detail. As noted, White may allow Black to attempt his own salvation by any means, and when informed that everything possible has been done he will proceed to effect Black's annihilation. Black, by placing a man at 4.1 and a second at 6.1 finds he has made one real eye, namely at 5.1, but he finds that the second eye at 5.5 has to be filled the moment White plays 5.7; otherwise White will capture the black man at 5 6. The moment Black is compelled to fill 5.5 every square will be surrounded by White with the exception of 5.1. Being White's turn to play he will enter at 5.1 and remove all the black men enclosed. It must always be borne in mind that the edge of the board acts as a wall serving to enclose on one side.

Case 9. Section B.

Black: 5.123; 6.3; 7.3; 8.3; 9 3:—White: 6.12; 7.2; 8.12; 9.2.

As White has the minimum number of real eyes he is perfectly secure, although completely walled in by Black.

Case 10. Section B.

Black: 2.789; 3.60; 4.560; 5.59; 6.59; 7.589; 8.67.
White: 3.789; 4.79; 5.68; 6.68; 7.67.

As in the preceding example White is safe, though completely enveloped. If Black should enter at either 5.7 or 6.7 with the object of capturing the men in the lower section of the enclosure he would at once be caught by White playing to the square remaining unoccupied in that section, and making impossible further attempts on the part of Black.

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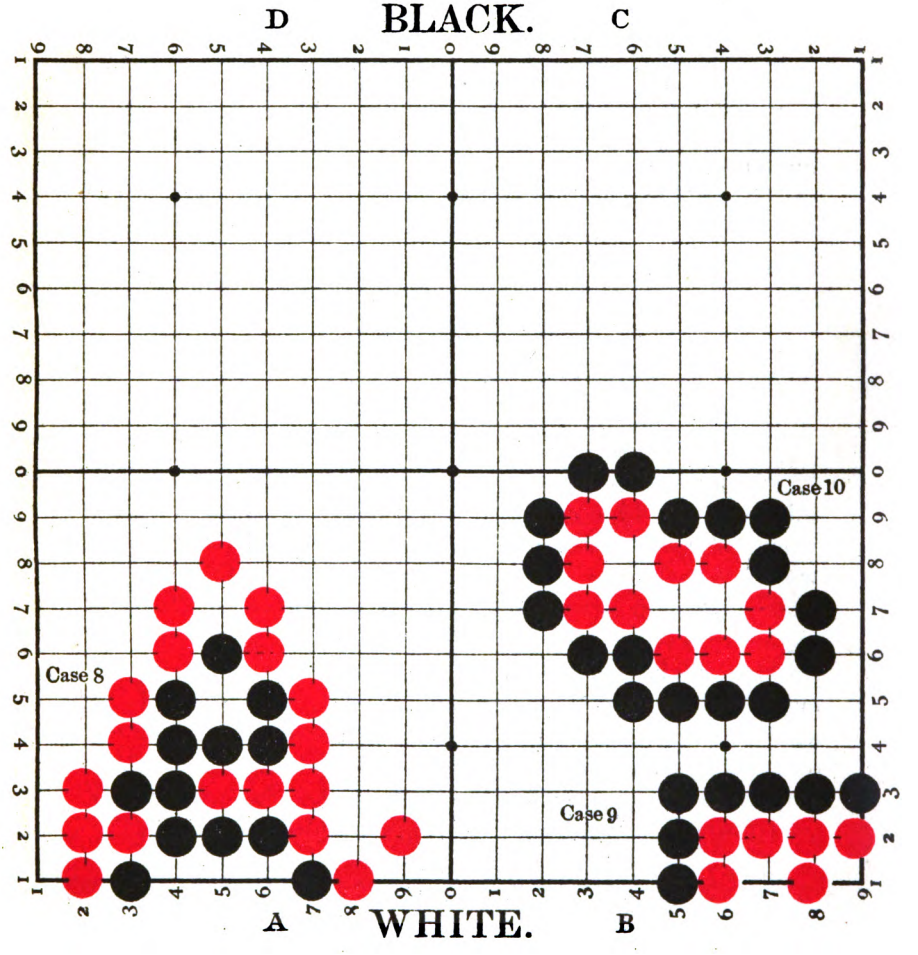

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NOTES.

Case 11. Section C.

Black: 4.124; 3.3; 2.4; 1.4:—White: 3.12; 2.13; 1.23.

An example of true eyes, although the position for White is worth very little for scoring points. Black, on the other hand, possesses two fine walls at 4.124 and on the other side surrounding White.

By placing a man at either 6.3 or 3.6 he secures a large area that more than compensates for his failure to kill White in the corner space.

Case 12. Section D.

Black: 7.12; 6.34; 5.235; 4.34.

White: 8.2; 7.345; 6.5; 5.6; 4.26; 3.2345.

All of Black's men will be captured, although at first sight this may not be apparent. Since White by playing at 4.5 would compel Black to fill 5.4 to save the man at 5.5, it would seem the best for Black himself to play to 4.5 and form one real eye, but in that case White would reply by 5.1, Black might try 6.1, compelling White to support 5.1 by playing 4.1. Nothing will be gained by Black continuing along 8.1 providing White is careful to play 9.3 or 8.3., while if White is allowed to play to 8.1 it is clear that with 7.12 and 6.1 occupied by Black a cordon is formed around these men which only needs insertion by White at 6.2 to complete and capture a section, the remainder being taken on White's next move.

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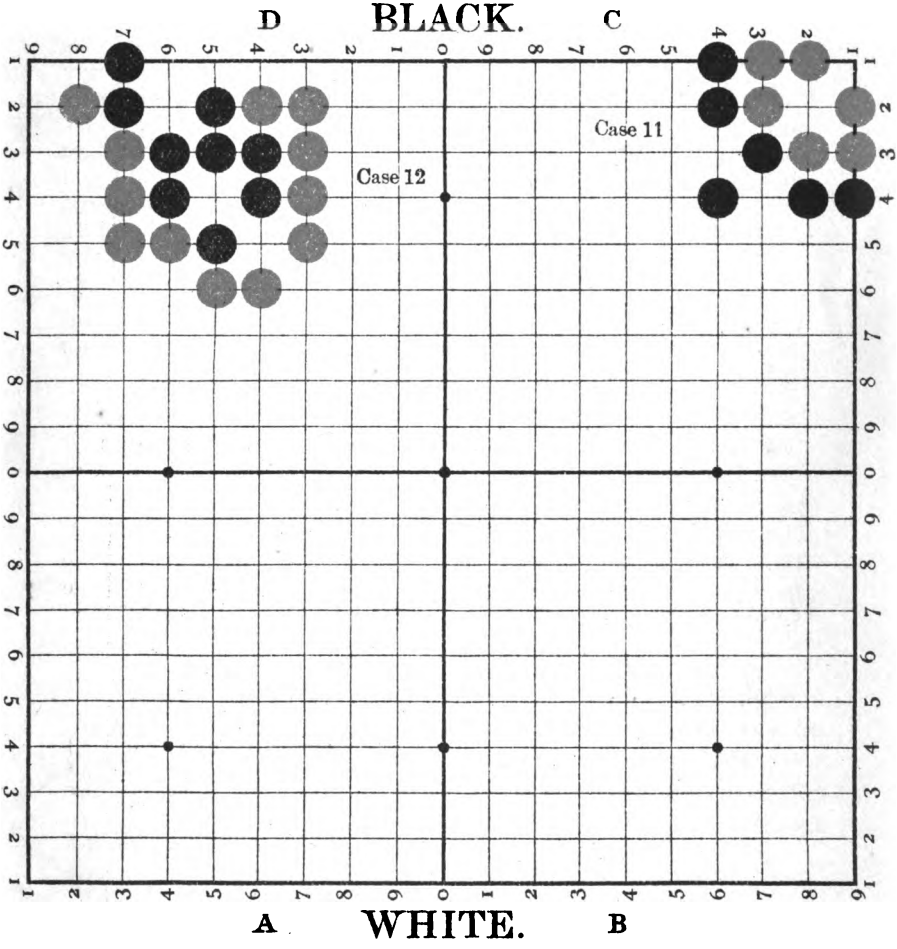

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NOTES.

Case 13. Section A.

Black: 1.2; 2.15; 3.2345:—White: 1.56; 2.2346; 3.6.

1.—Black to move.

Black must play 1.4, threatening W. at 2.234. W. may reply by playing 1.3 (removing B. at 1.4), but B. will reply by again entering 1.4, and as 1.3 has been filled by W.'s last move, he captures the four thus enclosed. It would be bad play for B. to play 1.3 instead of 1.4, for then W. would join by playing 1.4, threatening B. at 1.3 and 1.2. If B. attempted to save them by playing 1.1 W. would capture by playing 3.1.

2.—White to move.

White must play 1.4, thus preventing a 'cut' as described above. He is then safe, as he can make eyes in the direction of Sec. D.

Case 14. Section B.

Black: 4.3; 5.24; 6.14; 7.5; 8.34:—White: 5.3; 6.3; 7.134; 8.2; 9.3.

1.—Black to move.

Black plays 7.2, and, as in No. 13, if W. plays 6.2, Black re-enters and captures the five enclosed. The remaining three need not be now removed; it is usual to leave them until the end of the game.

2.—White to move.

White plays 8.5.

(1) If B. plays 9.4, W. replies by 9.5, capturing three.

(2) If B. to 8.6, W. to 9.4 gaining two. With a very little care he can now make eyes. W. to 6.2, 9.5 or 8.1 would suffice.

(3) If B. plays 7.2, W., by having played 8.5, can follow with 9.4, and is just in time to break B.'s cordon by capturing B. at 8.34. B. may take W. at 7.1, but the loss is so trifling that W. ignores his attack in this quarter, and instead of attempting to stop it, will threaten B. at 7.5 by playing 7.6.

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SEKI.

Case 15. Section A.

Black; 1.34; 2.14; 3.124; 4.234.

White: 1.25; 2.235; 3.5; 4.15; 5.1234.

Such a position as this is called a 'Seki,' which may be translated as 'a neutral position.' It will be noticed that neither side can enter without at once losing the enclosed upon his opponent's next move. It is a kind of 'stale-mate' for the area immediately involved. The word 'Seki' will be used for positions of this kind. The outer walls being open to attack there always exists the chance their being captured, in which event the 'Seki' position is broken up and capture effected in the usual way.

Case 16. Section B.

Black: 7.1234567; 8.7; 9.2347:—White: 8.123456; 9.6.

Another 'Seki' position. If Black in this position should enter at (say) 9.5, White captures by playing 9.1, subsequently making the necessary two 'eyes' by playing either at 9.3 or 9.4. If Black should play (say) 9.3 White must play 9.4; otherwise Black will do so and eventually capture all the enclosed men of White. The play would be (with Black at both 9.2 and 9.3): Black to 9.1 or 9.5. White enters, removing the three captured men. Black enters again, placing a man upon the middle point of the three left vacant. White may enter, but if so Black removes the entire number on his next move. The position is already lost, and White will not waste time in useless moves, but will try to recoup himself elsewhere.

At the end of game neither side scores for the area thus put out of play. It is simply ignored, or filled up with men from either side.

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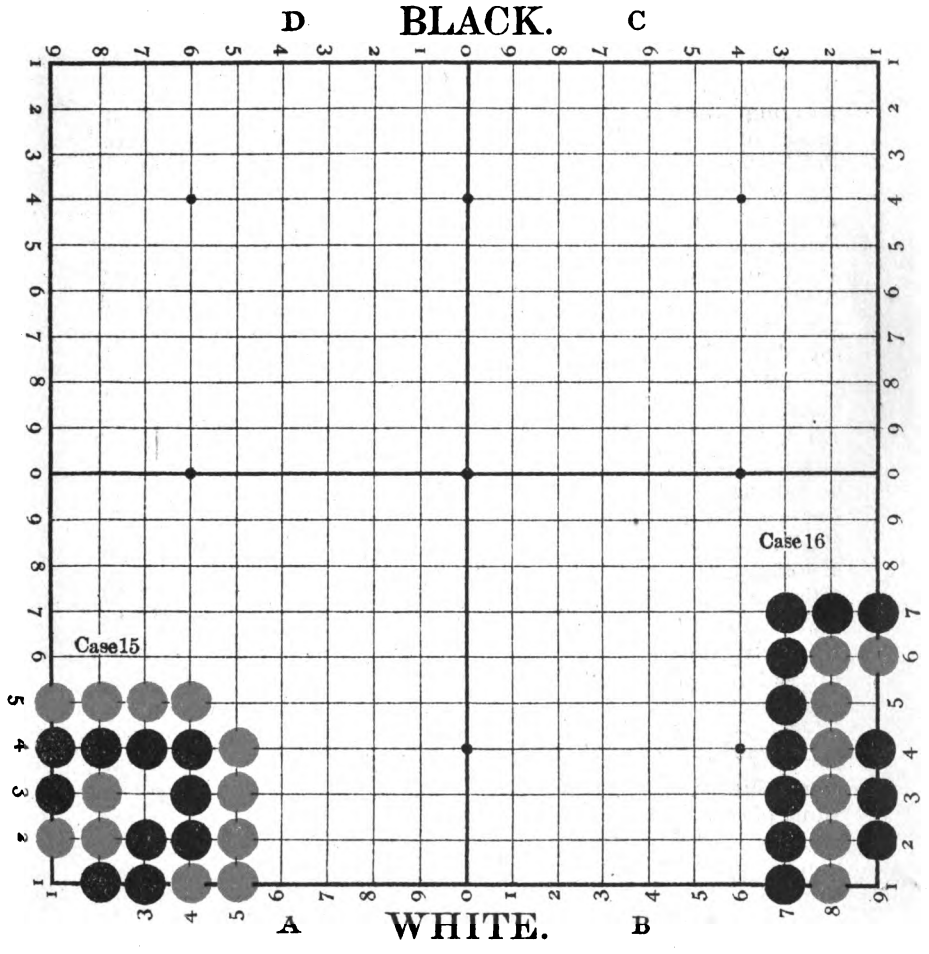

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THE "KO" POSITION.

One of the most interesting features of the game and one often introducing momentous issues is the "Ko." The accompanying diagram represents a game—not by any means a model of good play—where a large number of Black's men are gradually being hemmed in. Only one 'eye'—and that a 'kageme'—has been made, while the chances of eventually making even one real 'eye' are practically nil, presuming White plays with ordinary care. White's walls extend along D5.3 to A5.9, continuing by A4.8, A5.7, A6.7, A7.765, A8.5, A9.6, A0.6543, B1.3, B2.2, B3.2345678. Black's extension in this latter direction can easily be checked, and his making 'eyes' in this confined area would be impossible.

White's enclosing lines continue by C2.6, C3.6, C4.6, C5.6, C6.7, C7.7, C8.8, C8.9, C9.90, passing out into B1.9, B0.9, A9.9, A8.0 along D2,987543. Though White has not entirely surrounded Black the cordon can be at any time completed in section D by playing D4.3, D3.3. Black, however, has been fortunate enough to find a weak spot D2.6 in White's cordon. Earlier in the game a white man has been left at D1.6 in such a position that he is surrounded by three of Black's men at D1.5, D0.6 and D1.7. Black therefore plays D2.6 taking one white 'hama.' It will be seen that White now has a position similar to that preceding Black's last move; he has three men around one of Black's, and therefore is entitled to effect his capture. It is obvious, however, that if he takes this on his next move and Black follows by repeating his previous move, the game would never end; consequently the rule is established compelling play at some other point of the board before the same player can again attack the 'ko' position, as this position is called. Black by playing at D2.6 (removing a 'hama') has thereby attacked White at D3.6 and at the same time has momentarily formed a cordon around White's four men at D2.7890. If White allows Black on his next move to take the man at D3.6 he will have allowed his opponent to join his forces with their comrades in Section C, besides capturing the four white men surrounded. 'Eyes' would then

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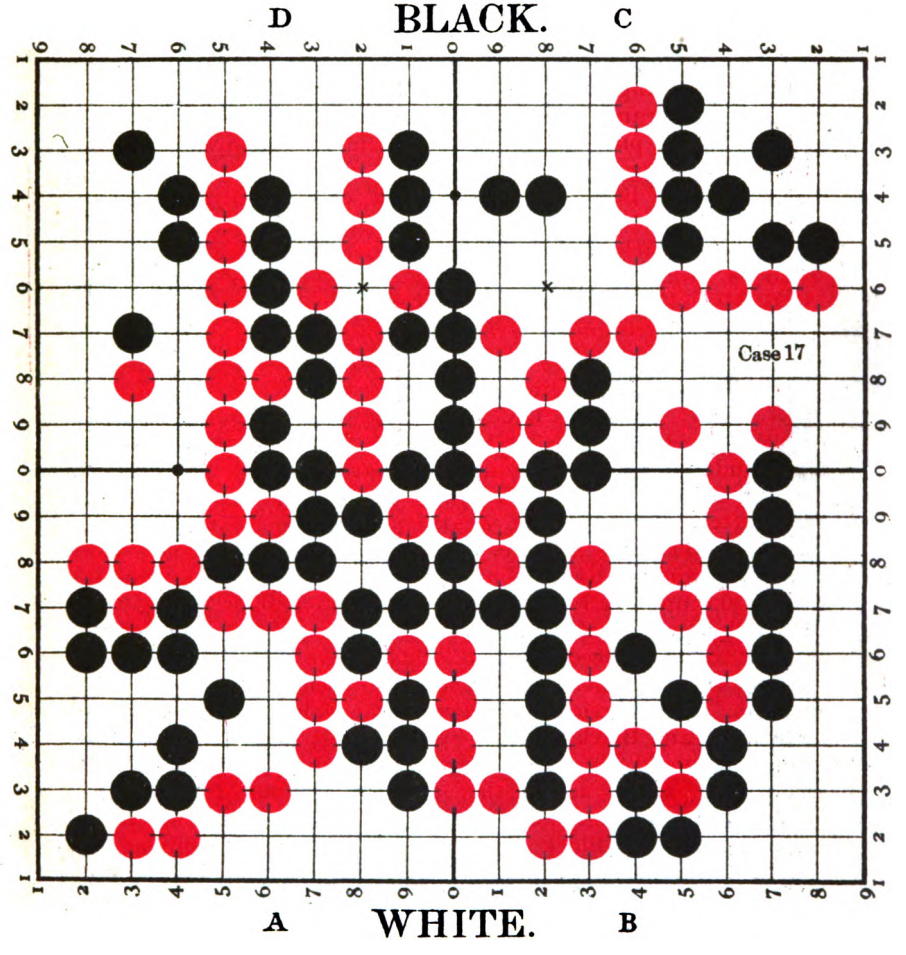

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exist, and safety be secured. White plays D3.9 since on this turn to play he is debarred from taking Black at D2.6. Play at D3.9 threatens eight of Black's men on White's move at A8.8. Black has now the option of two courses, either to fill the 'kage-me' at A8.8, or to take White's man at D3.6. If he prefers the latter course, he will lose not only the eight men immediately threatened, but also the men already mentioned as being partially enclosed. He will therefore decide to fill up the 'kage-me' by playing A8.8 and trust to his success in finding another weak spot in White's lines. White has now the right (having already played elsewhere) of taking Black at D2.6, thus maintaining the 'ko' position, and momentarily re-establishing a connection with his previously surrounded men. Black sees a good point of attack elsewhere, and plays C8.6. If White, by now filling D2.6, refuses to play C8.7, Black will himself enter, and later, by playing C9.8 or C9.6, capture all of White's men, rescuing at the same time his threatened forces. White *must* therefore play at C8.7, and Black again takes his turn at the 'ko' position, threatening White as before. White must join by playing D3.5. Black plays D4.3 to escape by connecting with forces nearby. White heads him off by D4.2. In desperation Black plays at D1.8 or D1.9 (say D1.8), forcing White to renew the 'ko' play to avoid capture of his five men. Black now sees he cannot eventually save the position unless able to find another vulnerable position of importance in White's defences and so regain mastery of the 'ko.' He plays (say) C7.6, whereupon White wins the long contested 'ko' position by filling D2.6, allowing Black with his next move to cut at C6.6. In view of the extensive captures both in men and land secured in winning the 'ko,' White can well afford to surrender in C the comparatively small territory and its four prisoners-of-war now fallen into Black's hands. To have joined at C6.6 and let Black regain point D2.6 would have been a very serious risk for White, since no further point of attack of importance presents itself.

The 'Ko,' then, may be described as a 'recurrent position' in which one man is surrounded on three sides by the enemy in such a way that immediately upon capture a similar position is formed vis-à-vis the men effecting his removal.

The 'hama' taken in a 'ko' position have the usual use of 'hama' at the end of the game.

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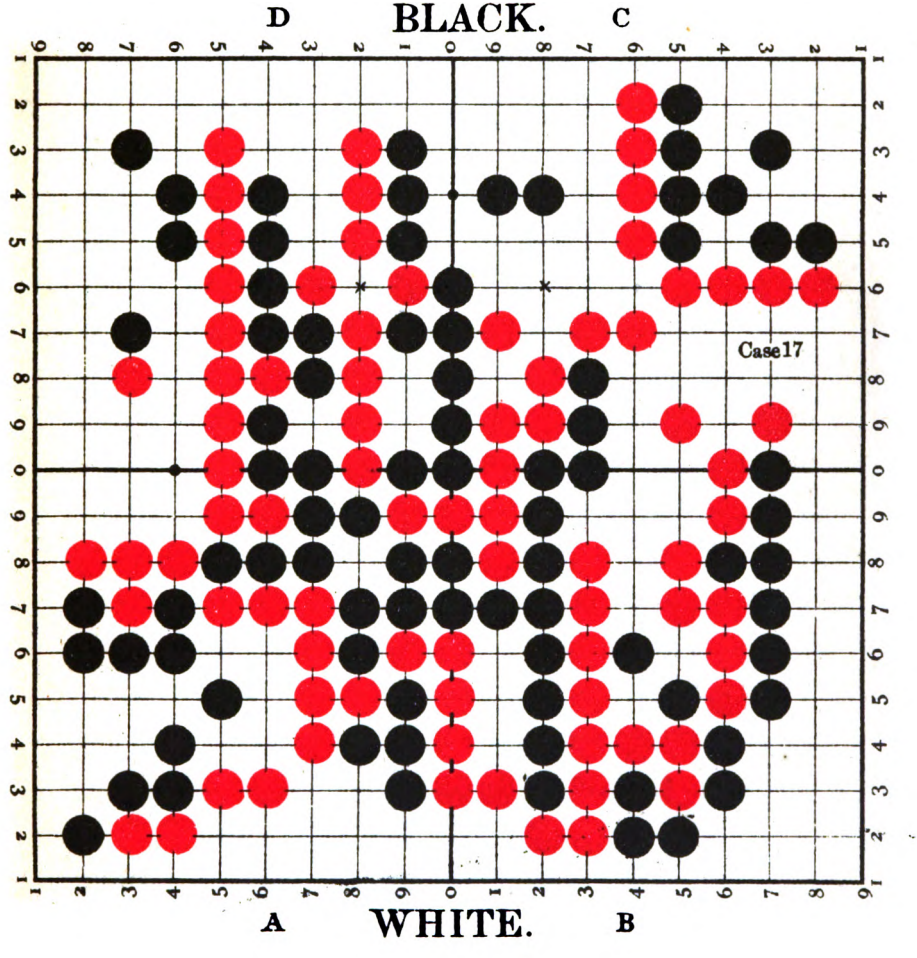

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NOTES.

Case 18. Section B.

Black: 4.3; 5.4; 6.3:—White: 3.23; 4.2; 7.1.

'Saru-Suberi' or 'Monkey-slide.'

As Black has no man on 6.2 White has taken advantage of B.'s neglect by 'sliding' to 7.1. Black cannot prevent the invasion, and will therefore lose many points. His best plan is to prevent W. from creeping up by 8.2 or 8.3, by playing at either of those points.

To show that Black cannot prevent a junction between W. at 4.2 and 7.1, let Black play 6.2, and W. to 6.1. If B. to 5.1, then W. to 5.2, getting one Hama on his next move (if desired), or continuing to invade by playing 8.1.

This position we may call the 'Slide.'

Case 19. Section A.

Black: 3.456; 4.37; 5.357; 6.37; 7.456.

White: 2.456; 3.37; 4.268; 5.28; 6.28; 7.37; 8.456.

If Black's turn he is safe, but if not, he will die.

Moves:

(1) White 6.4; Black 6.5.

(2) White 4.4, threatening in two directions, and certain of one of B.'s walls. The remainder are consequently 'dead.'

Case 20. Section C.

Black: 5.2; 4.13; 3.3; 2.3:—White: 6.23; 5.3; 4.4; 3.4; 2.46.

If B.'s move, safe by playing 3.2. If White's, will die by W. playing 1.3. B. to 1.2; W. 2.1; B. to 3.2; W. to 6.1; B to 5.1; W. 3.1; B. 4.1; W. 2.2, and captures.

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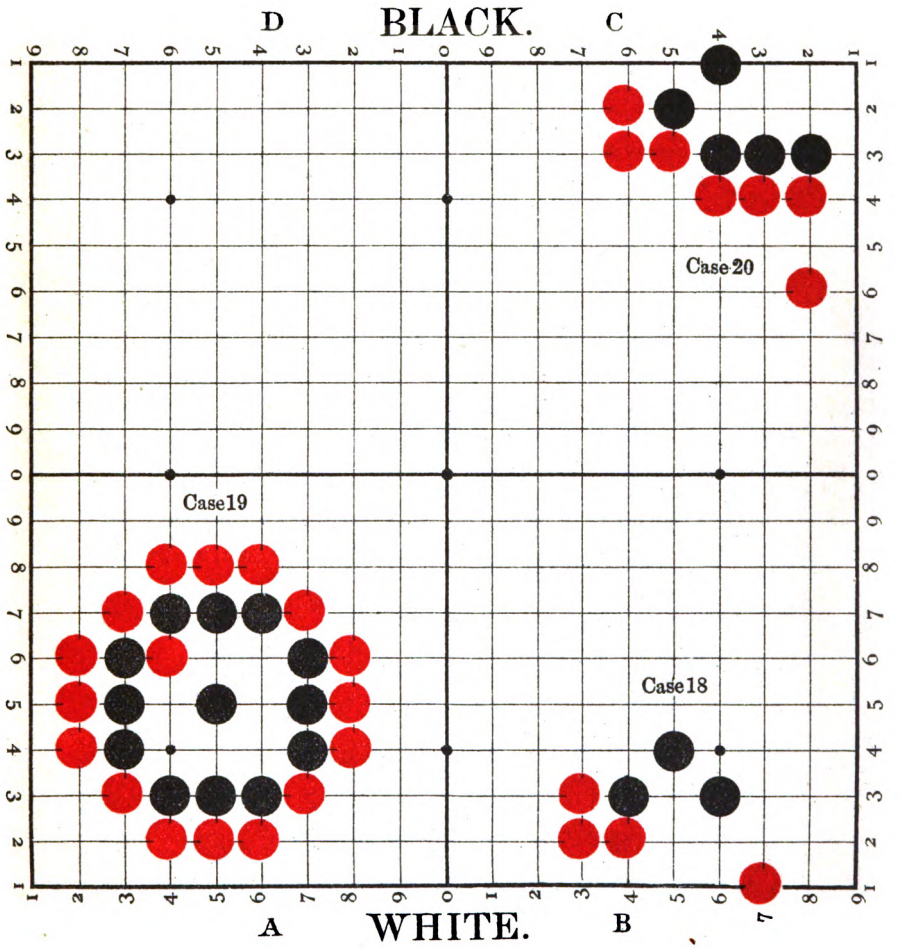

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NOTES.

Case 21. Section A.

Black: 3.23; 4.3; 5.23; 6.3; 7.4; 8.34; 9.12.
White: 2.234; 3.15; 4.12; 5.14; 6.24; 7.23; 8.2.

1.—Black to move.

In this case White will have to sacrifice a part. Black to 6.1. If W. replies 7.1 (taking one Hama), then B. plays 8.1, again threatening. If W. tries to save by filling at 6.1, he will lose by B. completing the cordon at 2.1. It is therefore better for W. to sacrifice 6.2, 7.23. 8.2, and render 3.1, 4.12, 5.1 safe by joining at 2.1.

Case 22. Section C.

Black: 4.2; 3.1; 2.23:—White: 1.34; 2.4; 3.235.

1.—Black to move.

Black continues 4.3, forcing W. to play 3.4 to save his men at 3.23.

2.—White to move.

With correct play W. can capture 2.23. He plays 2.1. B. attempts to save by replying 1.1 (capturing one Hama). W. plays 1.2, again threatening Black's 2.24. If B. attempts to save by filling in 2.1, W. kills by 4.1, and thus gets five Hama.

Case 23. Section D.

Black: 8.3457; 7.36; 6.234:—White: 9.3456; 8.126; 7.2; 6.1; 5.12; 4.3.

Black to move.

B. to 9.2. Somewhat similar to Case 21.

White to move.

9.2—and is safe.

Case 24. Section B. 'Nest Position.'

Black: 3.78; 4.9; 5.9; 6.9; 7.78:—White: 4.8; 5.86; 6.8.

1.—Black to move.

All three of White's will die. B. to 5.7. White will try to escape by playing 4.7. B. plays 4.6. W. attempts to avoid capture by playing 6.7 (taking one Hama). B. continues by 6.6, again threatening. If W. fills 5.7 then B. plays 5.5, capturing seven Hama.

Note:—The above position is called 'Tsuru no sugomori,' which means literally, 'The confinement of young cranes to their nest.'

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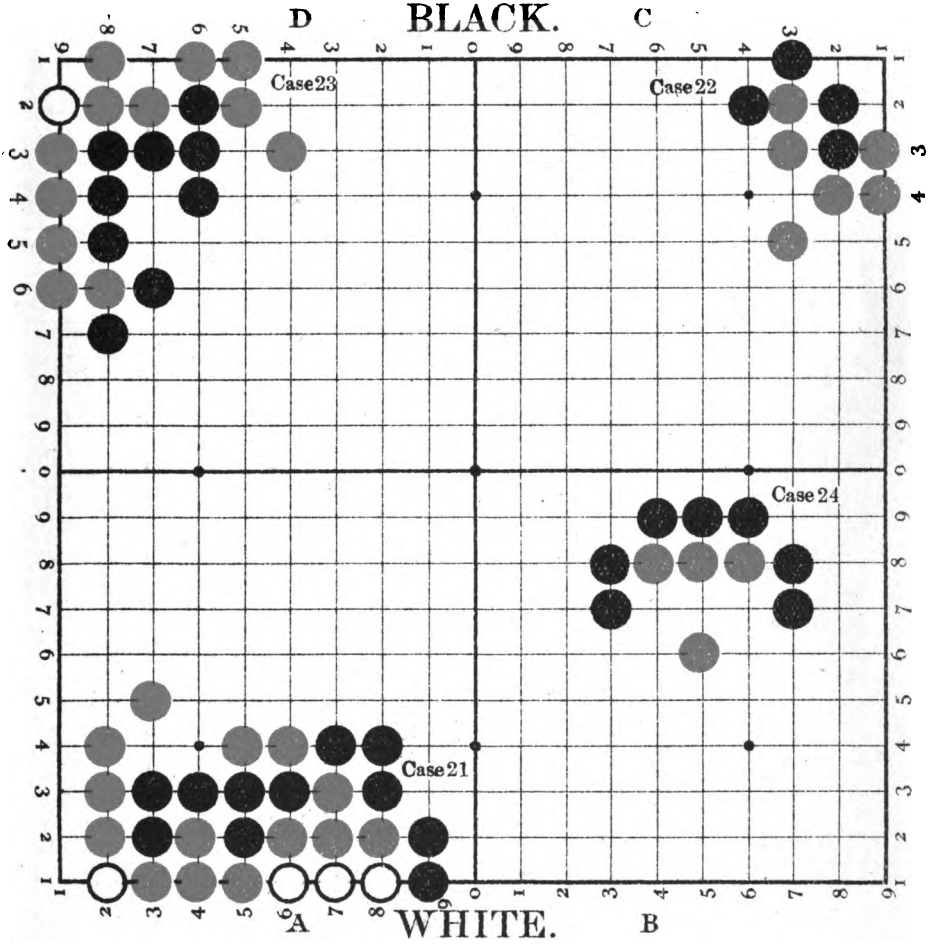

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NOTES.

Case 25. Section A.

Black: 2.67 ; 3.458 ; 5.459 ; 6.678 :—White : 3.367 ; 4.245 ; 5.3678.

Black to move.

B. to 4.6. threatening W. at 3.67 and also at 4.45. White plays 4.7 (one Hama). Black to 4.8. If White plays 4.6, he will lose by B. playing 4.3. He must therefore sacrifice six Hama, and join by playing 4.3.

White to move.

White's only move is to play 4.6. He can join at 4.3 whenever seriously threatened. An unsound move would be to play 4.8. If Black tried 4.6 as before, W. would still have to save by playing 4.7. Black would immediately reply 4.9, a position similar to the previous.

Case 26. Section D.

Black : 7.1245679; 6.349 ; 8.489 :—White : 9.24 ; 8.23567 ; 7.38 ; 6.28; 5.23468.

Black to move.

Black to 9.5; White replies 9.6 (one Hama). Black to 9.8. White's next move has to be considered very carefully. He hopes to save his men at 8.567 and 9.6. But this is really impossible, and, moreover, if not careful, he will lose his corner men also. If he plays 9.7 he is cut at 9.5. If he plays 9.5, he is forced to fill 9.3 if Black plays 9.7. This would be followed by Black playing 8.1, killing eleven White on his next move. White must therefore sacrifice a part to save a part, and accordingly plays 9.3. Black to 9.7; White to 8.1; Black to 9.5 (four Hama); White to 6.1 (two Hama).

Case 27. Section C.

Black : 8.2345; 7.134; 6.5; 5.45; 4.34; 3.4 :—White : 9.2346; 7.256; 6.2346; 5.3.

Black to move.

Although Black is himself nearly surrounded, he can kill first.

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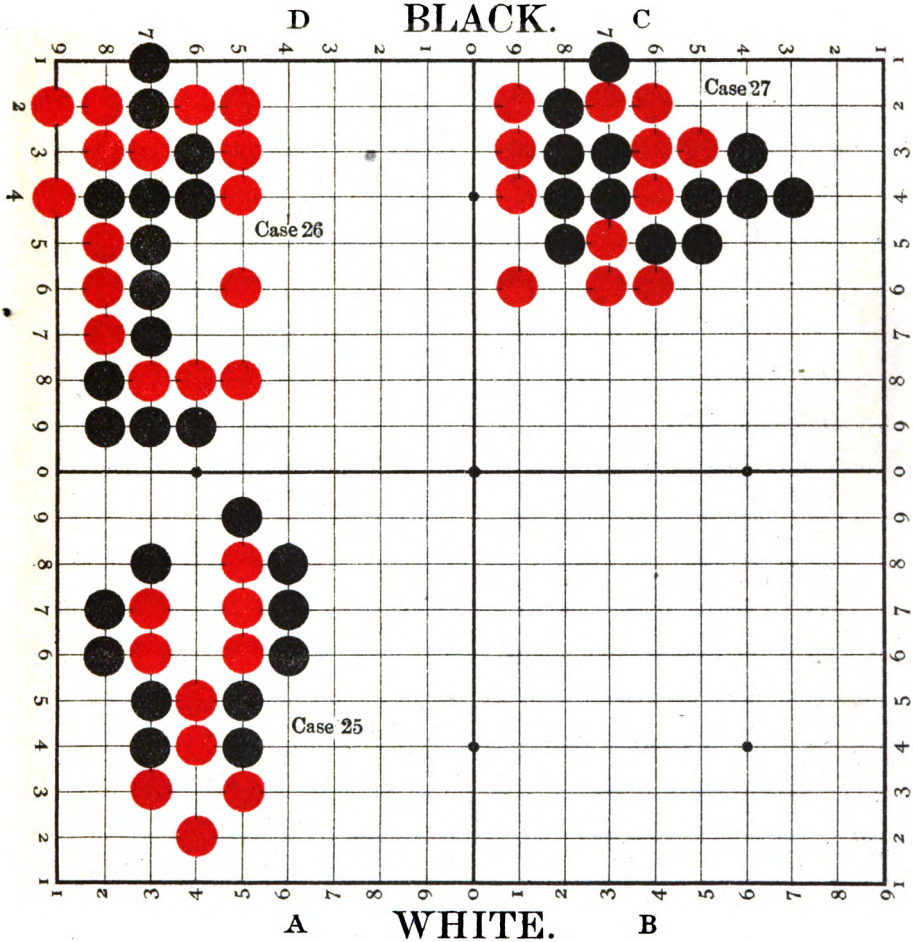

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NOTES.

Case 28. Section A.

Black: 2.45; 3.236; 4.27; 5.27; 6.27; 7.37; 8.456.
White: 3.45; 4.246; 5.36; 6.36; 7.456.

Black to play.

Black to 5.5. All the enclosed of White will die.

White to play.

White to 5.5, thus making two real eyes.

Case 29. Section B.

Black: 0.678; 1.59; 2.49; 3.49; 4.48; 5.48; 6 5678.
White: 1.678: 2.58; 3.578; 4.57, 5.567.

White's position is fairly safe. If Black enters at 2.6, White plays 3.6. If at 3.6, then White plays 2.6. If White permits Black to occupy 2.6 and 3.6, then all the enclosed will die.

Case 30. Section B.

Black: 7.123; 8.3; 9.3:—White: 6.1234; 7.4; 8.4; 9.4.

Black can live on the supposition that he is allowed to play 8.1 and 9.2 unopposed.

Case 31. Section C.

Black: 1.2; 2.2; 3.2; 4.12:—White: 5.123; 4.3; 3.3; 2 3; 1.3.

Black to 2.1, or his men are captured.

Case 32. Section D.

Black: 4.123; 5.3; 6.3; 7.3; 8.3; 9.3:—White: 5.12; 6.2; 7.2; 8.2; 9.2.

If Black enters at 7.1, White saves by 8.1; if at 8.1, then White to 7.1 and has two eyes.

Case 33. Section D.

Black: 8.78; 7 569; 6.50; 5.50; 4.50; 3.670; 2.89.
White: 7.78; 6.689; 5.69; 4.679; 3.89.

If B. plays 5.7, White plays 5.8. If Black secures 5.7 and 5.8, then all W. will die. As the method of 'killing' is much the same for all cases, we shall give the steps in full. Let Black occupy 5.78. On Black filling 4.8, White might try to save by playing 6.7, capturing three Hama. Black enters again, this time at 5.8, since entering at 6.7 or 4.8 would give White two real eyes. If White now enters at either of the vacant points Black can take all on his next move. If White leaves Black alone, then Black takes the lower five on his next move, and the remainder on his move after that.

Case 34. Section C.

Black: 8.5678; 7.58; 6.68; 5.67:—White: 9.5678; 8.49. 7.49; 6.59; 5.58; 4.67.

Black must play to 7.7 to avoid capture.

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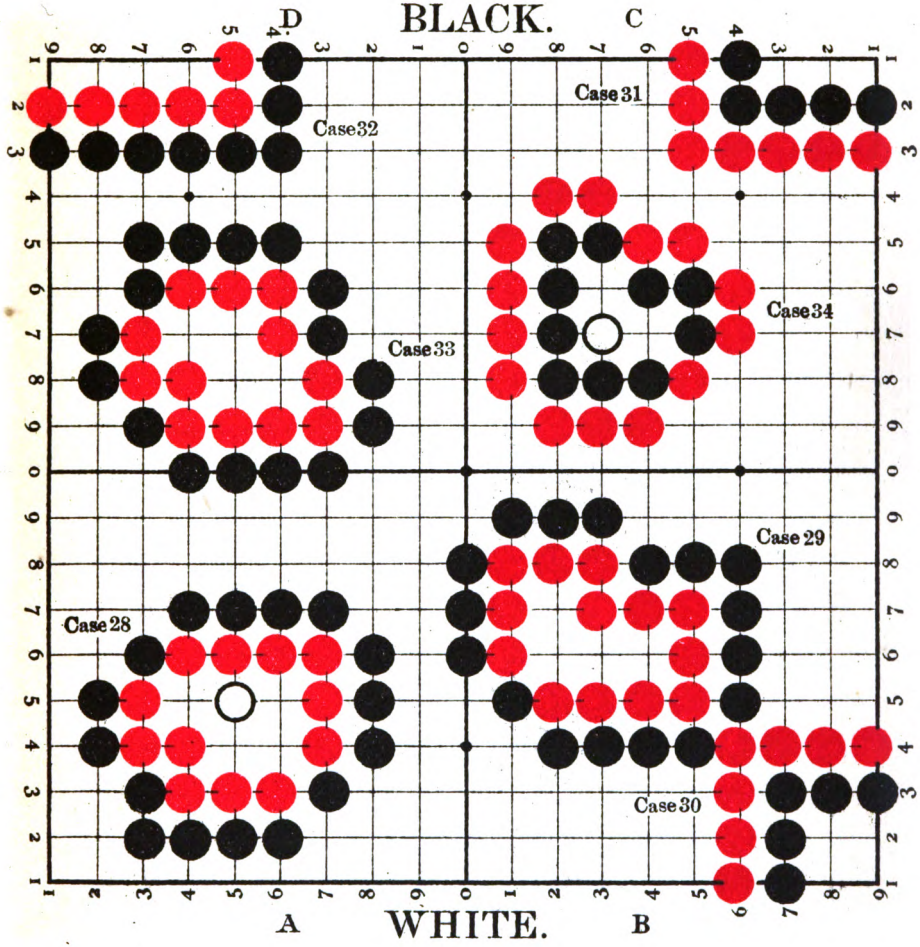

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NOTES.

Case 35. Section B.

Black: 3.45; 4.367; 5.38; 6.28; 7.27; 8.347; 9.56.

White: 4.45; 5.467; 6.37; 7.346; 8.56.

Here all depends upon whose turn it is. Black to 6.5 would kill, while White to the same square would form three real eyes.

Case 36. Section A.

Black; 3.45; 4.2346; 5.26; 6.36; 7.345.

White: 2.45; 3.236; 4.7; 5.7; 6.27; 7.26; 8.345.

A position somewhat similar to the last. If White plays 5.5 and is permitted to follow with 5.4, then nothing can save Black. Upon White's playing 5.5, Black must at once play 5.4. If White continues 6.5, Black joins at 4.5, and is safe. He need not play 6.4, as White is now powerless against the two real eyes thus made.

Case 37. Section C.

Black: 8.3456; 7.26; 6.27; 5.7; 4.27; 3.2367; 2.45.

White: 7.45; 6.36; 5.126; 4.346; 3.45.

Black entering at 6.5 will kill. White may hope to save by playing 5.4, with the object of making an eye at 5.3. This, however, is a Kageme, if so played, and all of White's will die. The method of capture would be as follows:—

Black to 5.5; W. to 5.4. B. to 6.5, threatening three of White's. (Notice how B. to 4.5 would enable W. to play 6.5, thus making two eyes).

W. continues 4.5, hoping to rescue the endangered three. B. to 7 3. W. plays 6.4 to save the threatened cut, and removes two Hama. B. to 6.1, followed later by 4.1. White fills to save, playing 5.3, thus proving the eye was a Kageme. B. enters at 6.5 (or 5.5). White enters to remove one Hama. Black, having entirely surrounded White, now enters again at 6.5, and captures all.

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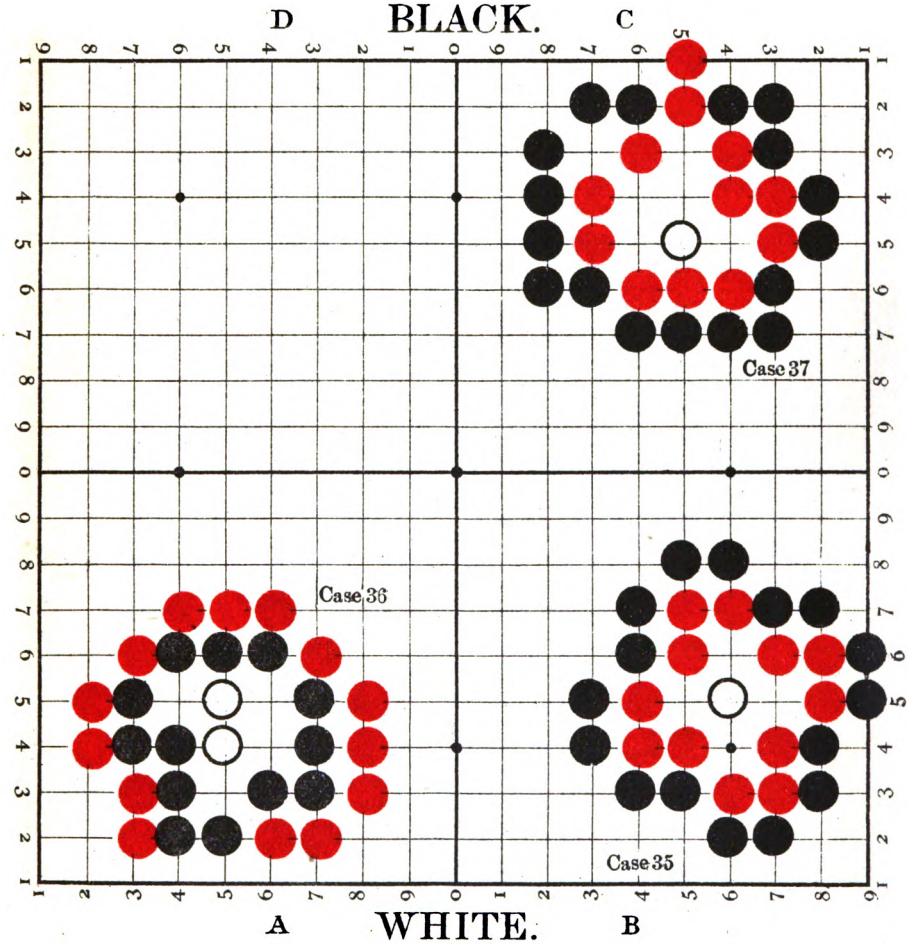

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NOTES.

Case 38. Section C.

Black: 2.34; 3.2567; 4.28; 5.28; 6.347; 7.56.

White: 3.34; 4.356; 5.347; 6.56.

Black to move.

By entering at 5.6 he threatens White at 6.56. If White captures the entering man by playing 5.5 Black will follow by 4.7, compelling White to close by playing 5.6. Black having now a complete cordon is entitled to enter at 4.4 and remove the entire number captured.

If White declines to close by playing 5.6, and Black decides to take the man at 5.7, a 'Ko' position will result, since the entering man is surrounded on three sides (6.6, 5.5 and 4.6) by White. Assuming that White instead of playing 5.6 has played 7.7, and is now able to find a valuable point of attack at some other part of the board, it may be necessary for Black to make a counter-move in that quarter and thus allow White to take Black at 5.6 by playing 5.7. White now threatens Black at 6.7, but his ultimate surrender is certain provided Black exercises ordinary vigilance.

Case 39. Section A.

Black: 1.35; 2.35; 3.35; 4.35; 5.35; 6.4; 7.4; 8.4.

White: 1.26; 2.26; 3.26; 4.246; 5.26; 6.235; 7.5; 8.25; 9.34.

With correct play White can capture, if having the move. Let him play 5.4. Black follows with 3.4, capturing two 'Hama.' If White fails to enter again at 5.4, Black, who has already made one true 'eye' by his previous move, will himself play 5.4 and thus have the necessary two eyes to ensure safety. It will be seen, then, that White, by playing at 5.4, compells Black to play 4.4, and though Black gains a 'Hama,' by so doing he has made the vacant point at 5.4 a 'Kageme,' which will have no existence after White has played 7.3 and 7.4. As Black has now only one true 'eye' he cannot avoid capture.

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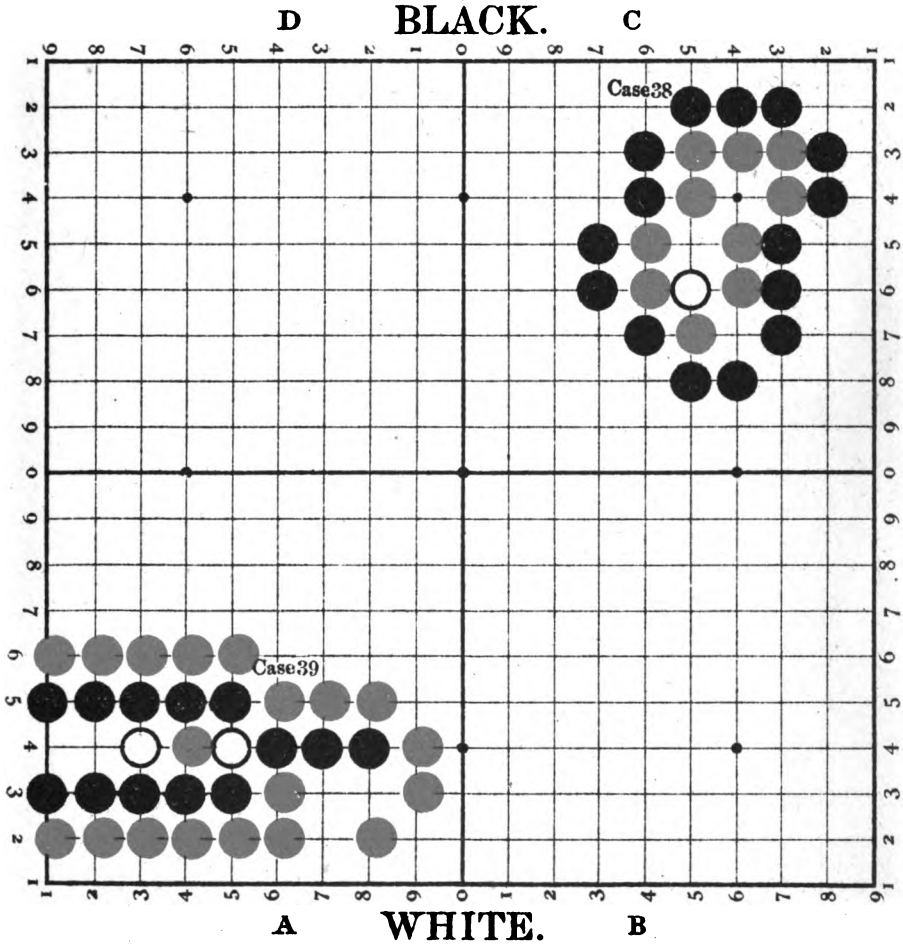

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Case 40. Black.

Section C. 5.47 ; 4.46 ; 3.5 ; 6.58 ; 7.69 ; 8.70 ; 9.8 ; 0.9.

Section A : 0.8 ; 9.70 ; 8.69 ; 7.85 ; 6.74 ; 5.63 ; 4.52 ; 3.41 ; 2.3 ; 1.21.

Section. B. 1.9.

White.

Section C : 3.34 ; 4.35 ; 5.56 ; 6.67 ; 7,78 ; 8.89 ; 9.90 ; 0.0.

Section A : 0.9; 9.89 ; 8.78. ; 7.67 ; 6.56 ; 5.45 ; 4.34 ; 3.23 ; 2.12.

The position at the start is as follows :—Black : 6.1, 5.4, 4.46, 3.5 ; White 3.34, 4.35, 5.5. The men at 3.34 and 4 3 are of no assistance to the men at 5.5 and 4.5 if Black has the move, since he threatens to kill by playing at 5.6. White attempts to live by playing 5.6, and the subsequent steps are made as recorded. It will be seen that White expires on reaching the edge of the board. Black, having the move, ends the tragedy by playing 1.1 Section A, and all is over. Whenever the initial position occurs it will be best not to attempt to save, but to take space elsewhere. On the other hand, the case is not hopeless if there is a rock of refuge in the line of flight, no matter how far off it may be. A study of Section B. will readily show the truth of this. Let the position be as follows :—Black : 3.67, 4.58, 5.7. White :—4.67, 6.2. The man at 6.2 will be White's salvation. As before, W. plays 5.6, hence we get :—

	White.	Black.	White.	Black.
(Case 41?)	(1) 5.6	(2) 6.6	(7) 6.4	(8) 6.3
	(3) 5.5	(4) 5.4	(9) 7.4	(10) 8.4
	(5) 6.5	(6) 7.5	(11) 7.3	

When White plays 7.3 he threatens B at 6.3, and therefore he cannot continue the chase by playing 7.2. Even if he play 5.3, White has an excellent move in laying 4.4, threatening Black in two directions. If B. plays 3.5 he will lose the three lower men by W. continuing at 4.3. A 'Rock of Refuge' is called an 'Atari'. An Atari at any point in the line of progress will save, while a White man already stationed at B.6.3 or B.7.3 as an 'Atari' point would make safety on reaching it even more apparent.

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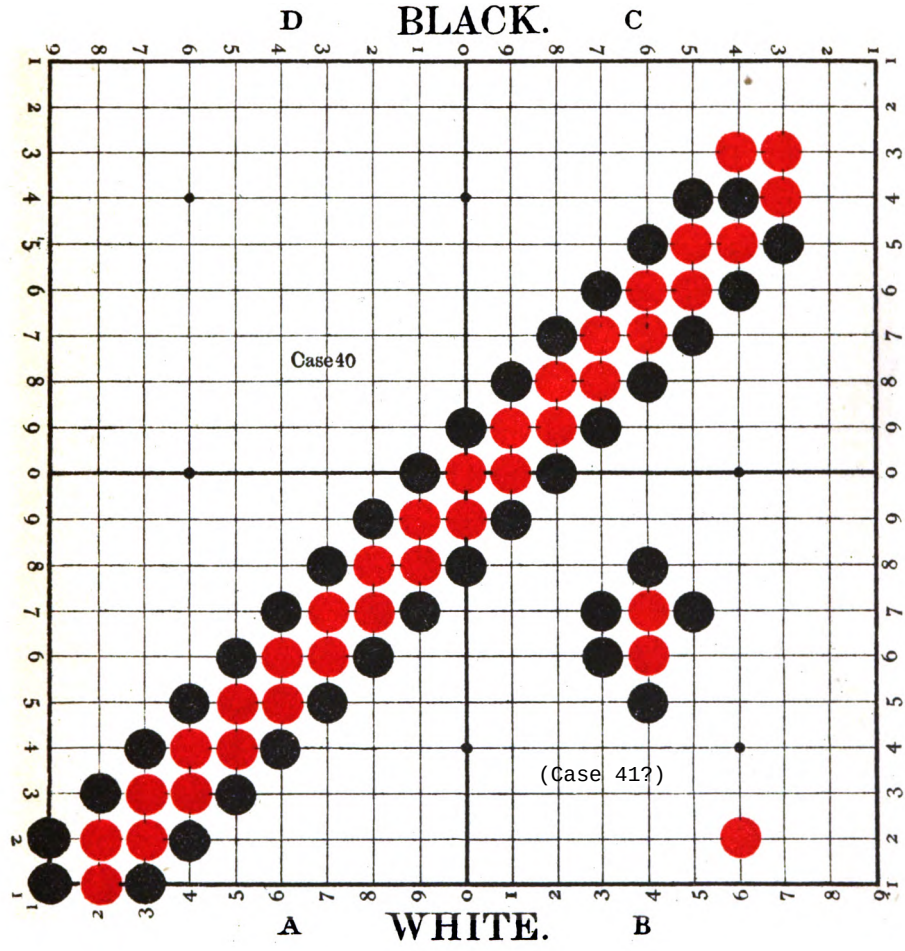

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THE GAME

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Opening No. 1.

Section A.

White.		Black. (A. 4.4.)
1.	A.3.6	2. A.4.6
3.	A.4.7	4. A.5.6
5.	A.2.5	6. A.3.5
7.	A.2.6	8. A.3.3
9.	A.5.7	10. A.6.6

NOTES.

White is giving Black 'Shimoku,' i.e. he allows him to have the points A. 4.4, B. 6.4, C. 4.4 and D. 6.4 occupied prior to commencing play. In consequence of this handicap White has the first move.

The first ten moves of No. 1. are regulation moves, and should be memorized.

1.—White to A. 3.6. At first sight this seems to be meaningless, but White is endeavouring to press into the corner space and also to prevent Black fron stretching towards section D.

2. –Black to A. 4.6. Black insists upon having a bid in White's direction. Had he gone as far as A. 4.7 White would have played A. 4.6, thus separating Black's outpost from his base at A. 4.4.

3.—White attempts to check further advance.

4.—Black to A. 5.6. Unless Black played this he would be in danger of an encircling move by White playing at the same point, in which case Black would have to save A. 4.6 by joining at A. 4.5, a considerable loss of space being the result.

5.—White to A.2.5, attacking the corner space.

6.—Black to A.3.5, threatening A.3.6 by next playing 2.6.

7.—White defends by playing A.2.6.

8.—Black to A.3.3, enabling him to hold the corner space.

9.—White to A.5.7, to check Black's advance towards Section D.

10.—Black to A.6.6, to avoid being shut in, and also to build up a wall against invasion.

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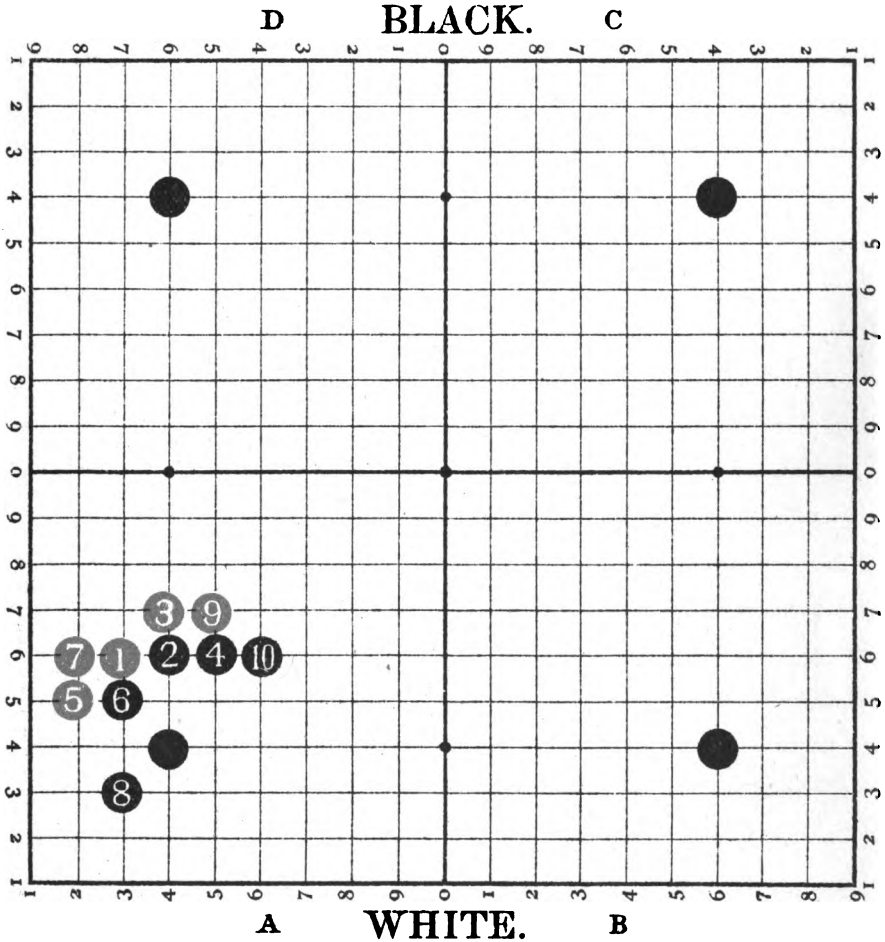

Position after 10th move.

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Opening No. 2.

Section B.

White.	Black. (B.6.4)
11. B.7.6	12. B.6.6
13. B.6.7	14. B.5.6
15. B.8.5	16. B.8.4
17. B.7.4	18. B.7.3
19. B.7.5	20. B.8.3

NOTES.

11.—White to B.7.6, threatening the corner space.

12.—Black to B.6.6, to extend.

13.—White to B.6.7, in reply. This checks extension and also assists 11.

14.—Black to B.5.6, with the object of cutting later at 7.7.

15.—White to B.6.5. Two objects in view : to defend against the threatened cut at 7.7, and also to bid for the corner space.

16.—Black has to play B.8.4, to block White's entry. He has also in view the possibility of encircling his opponent's men by cutting later at 7.7.

17.—White to B.7.4, threatening 8.4, and also threatening to push straight ahead.

18.—Black checks this by B.7.3. Unless White plays B.7.5 Black will capture by playing there himself.

19.—White to B.7.5, to avoid losing 7.4.

20.—Black protects B.8.4 by playing B.8.3.

The above is also *a stereotyped* opening.

White's best move for following play is B.5.7, since he would thereby secure ground, and also threaten Black's men at B.5.6 and B.6.6.

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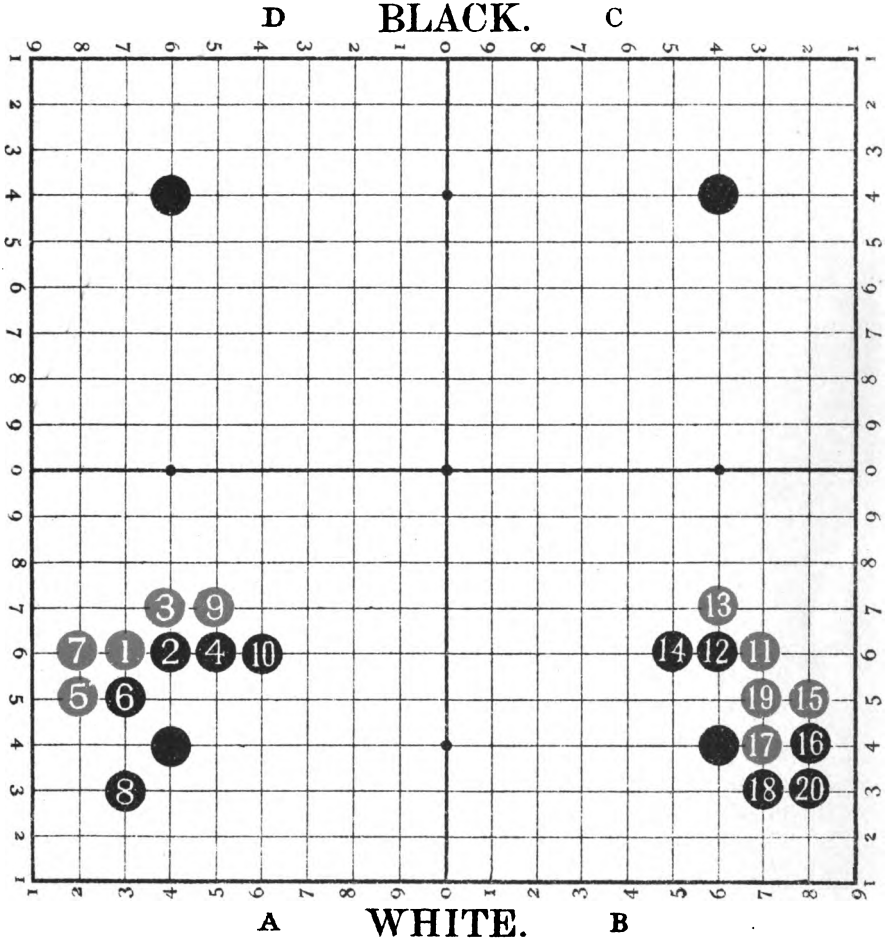

Position after 20th move.

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Opening No. 3.

Section C.

White.	Black. (C 4.4)
21. C.3.6	22. C.4.6
23. C.4.7	24. C.5.6
25. C.3.5	26. C.3.4
27. C.3.8	28. C.6.4

NOTES.

21.—White to C.3.6, threatening the corner, and also the area towards Section B.

22.—Black: 4.6 to protect 4.4, and with extension as a secondary object.

23.—White: 4.7 to support 3.6.

24.—Black: 5.6 to defend 4.6.

25.—White: 3.5 to attack corner space.

26.—Black: 3.4 to check White's advance.

27.—White: 3.8 to take space, abandoning for the moment further designs upon the corner.

28.—Black: 6.4 to take space, and prevent successful attack upon his corner territory.

Opening No. 4.

Section D.

White.	Black. (D.6.4)
29. D.7.6	30. D.6.6
31. D.6.7	32. D.5.6
33. D.7.4	34. D 7.5
35. D.8.5	36. D.6.5
37. D.8.7	38. D.7.3
39. D.5.7	40. D.8.4

NOTES.

29.—White: 7.6 to threaten corner.

30.—Black: 6.6 to support 6.4.

31.—White: 6.7 to prevent Black from stretching further.

32.—Black: 5.6 to resist being shut in, and also to protect D.6.6.

33.—White: 7.4 threatening the corner space.

34.—Black: 7.5 to protect his corner, and to threaten 7.4.

35.—White: 8.5 threatening Black at 7.5.

36.—Black: 6.5 to support 7.5.

37.—White: 8.7 lest Black play 8.6.

38.—Black: 7.3 threatening White at 7.4.

39.—White: 5.7, since the space thus gained is larger than if playing 8.4 to save 7.4.

40.—Black: 8.4, securing one 'Hama', which is at once removed. All four openings should be committed to memory.

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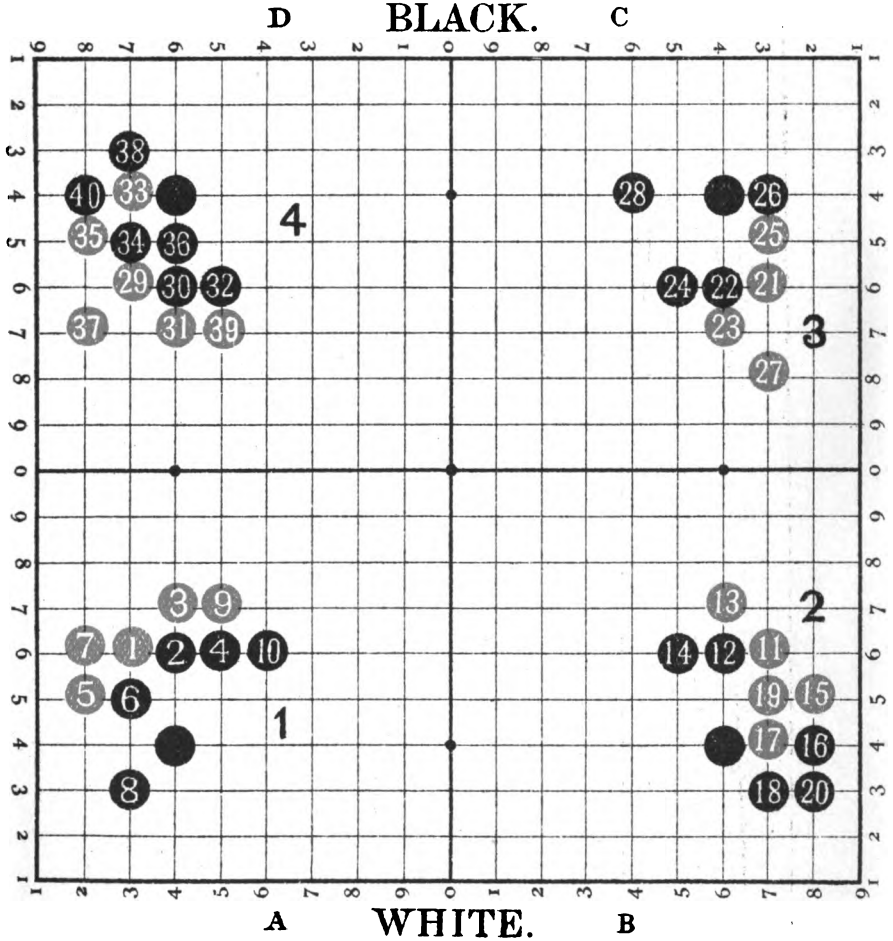

Position after 40th move, and before (38) removed as "Hama."

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POSITION AFTER 60th MOVE.

White.	(Notes).	Black.	(Notes).
41. A.0.3	1	42. A.8.3	7. & 8.
43. B.3.3	1	44. B.5.3	7
45. A.0.5	3	46. D.1.3	1
47. B.5.7	1	48. B.4.6	9
49. B.4.7	1 & 10	50. B.3.6	9
51. C.6.8	1 & 8	52. A.6.7	1 & 8
53. A.5.9	7	54. A.9.2	8 & 1
55. A.0.7	3	56. D.4.7	1
57. D.1.5	6 & 1	58. C.0.6	2
59. C.0.5	3	60. C.9.6	2

The game may develop as shown, but the players have the option of many other good moves besides those given.

Reference Notes.

1.—To take ground, either by opening up fresh territory or by stretching out from an estabished base.
2.—To secure Hama, or attempt to capture a group by surrounding.
3.—To escape from a dangerous position, or assist men so placed.
4.—To make eyes.
5.—To hinder the formation of eyes.
6.—To trespass upon or press into the enemy's territory.
7.—To act on the defensive, or reply in self-defense.
8.—To threaten or attack neighbouring forces.
9.—To oppose junction with neighbouring forces.
10.—To attempt to effect, or actually effect, junction with neighbouring forces.

N.B.:—When two reference notes apply to the same move, that given first denotes the chief object in view.

Moves with special notes are marked by an asterisk.

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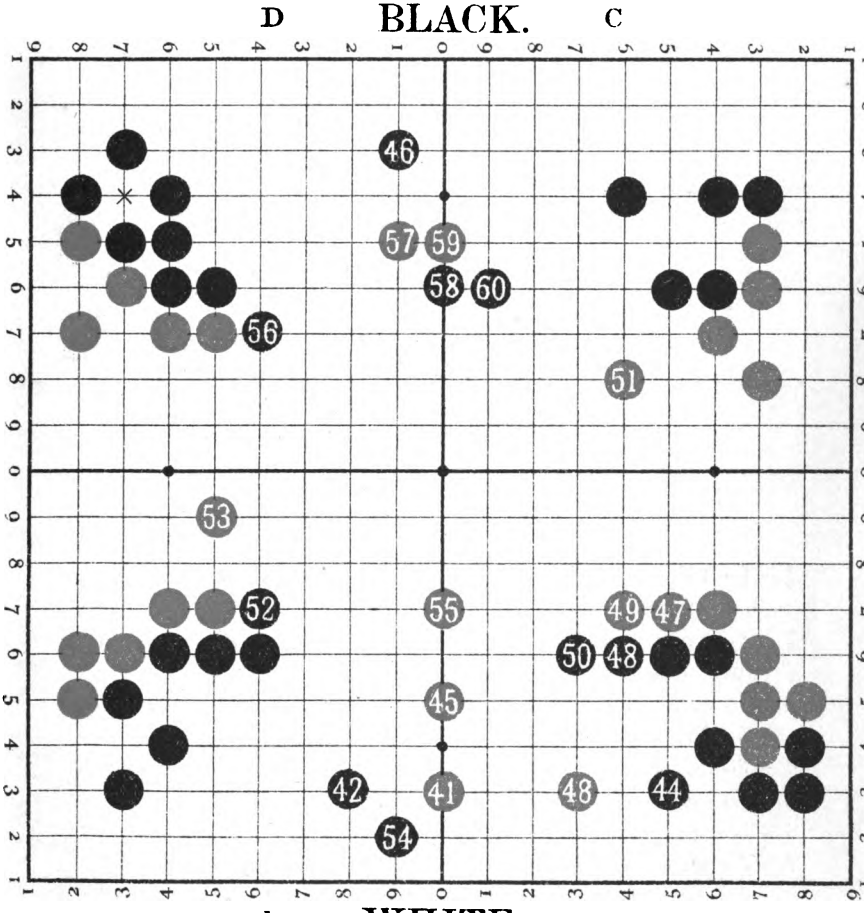

Position after 60th move, (33) removed as "Hama."

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POSITION AFTER 80th MOVE.

White.	(Notes)	Black.	(Notes)	White.	(Notes)	Black.	(Notes)
61. D.2.3	4 & 2	62. D.2.2	2	*71. D.6.2	4	72. D.7.2	5
63. D.2.4	3 & 4	64. D.2.7	2	73. D.5.2	4	*74. D.4.4	5
65. D.3.2	4 & 2	66. D.0.2	8 & 2	75. C.7.6	10	76. C.8.5	7 & 9
67. D.4.3	4	68. C.8.3	7	77. B.4.2	8	*78. B.5.2	7
69. D.3.6	3 & 4	*70. D.3.7	2	79. B.3.7	1	80. C.8.9	6

70.—Contributing to the encircling of White.

71.—White is in great danger and is doing his utmost to make eyes.

74.—Very important. In consequence of this move White abandons the attempt to make eyes and seeks a more profitable field elsewhere.

78.—Most necessary to present 'Saru Suberi' (Monkey Slide.) See Case 18.

Reference Notes.

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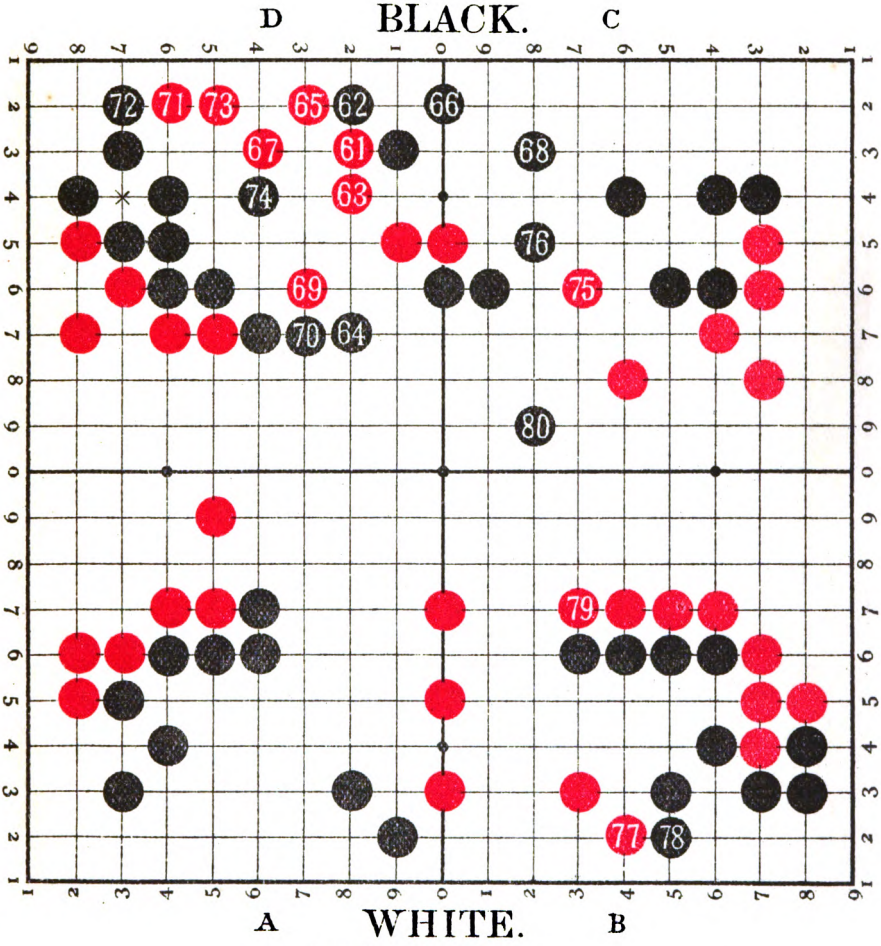

Position after 80th move.

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POSITION AFTER 100th MOVE.

White.		(Notes)	White.		(Notes)	Black.		(Notes)	Black.		(Notes)
*81.	C.0.8	9 & 2.	*82.	C.9.8	3	91.	B.1.4	10	92.	B.2.4	9
83.	C.0.0	3	84.	D.1.6	9	*93.	B.2.3	2	*94.	B 0.1	10 & 3
85.	C.7.0	7	86.	D.4.9	6	95.	B.2.2	2	96.	B.1.1	3 & 7
87.	D.6.9	7	*88.	B.1.2	2	97.	B.2.5	2 & 6	98.	B.3.4	3
*89.	B.0.2	8	*90.	B.1.3	3	*99.	B.2.6	10	100.	B.3.5	7

81.—To prevent Black at C.8.9 joining forces with C.0.6, and also to capture this outpost, if possible.

82.—Gives the necessary line for saving C.8.9.

88.—Namely, men at B.4.2 and B.3.3.

89.—And so cut off, if possible, B.1.2. Play at B.1.3 would have been better, but by B.0.2 White expected his opponent to reply with B.0.1.

90.—B.1.3 is good. B.0.1 would have been weak since it would have allowed White to stretch by himself playing B.1.3, and so save the two in danger. This move secures the enclosure as Black's territory.

93.—To capture two black: moves 88 and 90.

94.—This is called 'Watari', literally, 'a crossing'. By making this junction with the main forces Black's isolated men at B.1.3. and B.1.2 are rescued.

99.—White could first have played B.3.5, compelling Black to save B.2.4 and B.3.4 by replying with B.4.4. By playing B.2.6, White completes a wall which prevents Black extending from B.3.6.

Reference Notes.

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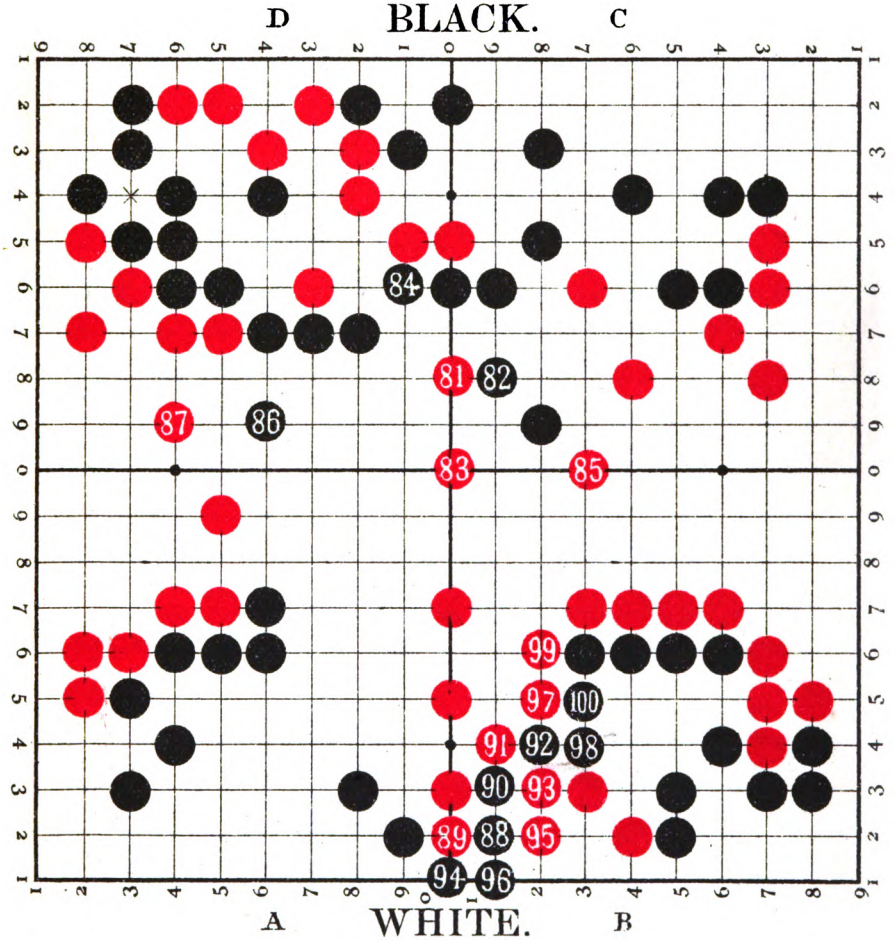

Position after 100th move.

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POSITION AFTER 120th MOVE.

White.	(Notes)	Black.	(Notes	White.	(Notes)	Black.	(Notes)
101. A.8.5	6	102. A.7.4	7	111. D.1.9	7 & 2	112. C.9.9	7
103. B.2.0	7	*104. C.2.5	1 & 6	113. D.1.0	7	114. D.1.8	2
105. C.2.6	7	*106. C.2.4	7	115. C.3.0	1	116. A.8.7	6
*107. A.1.3	6	108. A.2.2	7	117. A.9.8	7	118. D.9.5	2
109. A.6.8	1	110. C.0.9	9	119. D.8.6	7	120. D.5.8	6

104.—Since the main areas have now been roughly outlined the players begin to complete their walls of defence. At this time senté, or the leading hand, forcing reply to each move made, is of importance in seizing such small advantages as remain.

106.—C.2.4. Otherwise White would play there himself and capture C.2.5.

107.—B.1.3. Note the 'Saru-Suberu'. See case 18.

Reference Notes.

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7.—To act on the defensive, or reply in self-defense.

8.—To threaten or attack neighbouring forces.

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10.—To attempt to effect, or actually effect, junction with neighbouring forces.

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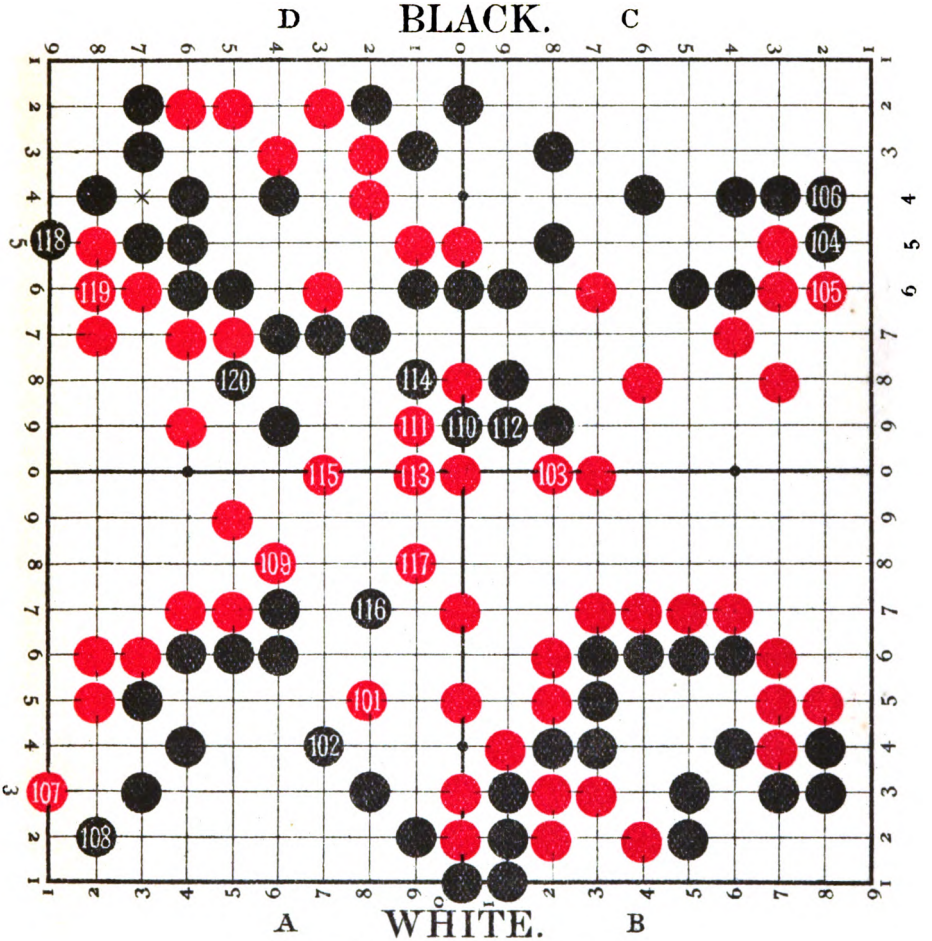

Position after 120th move.

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POSITION AFTER 140th MOVE.

White.	(Notes)	Black	(Notes)	White.	(Notes)	Black.	(Notes)
121.	D. 6.8 7	122.	B. 9.5 1	131.	C. 5.8 7	132.	C. 9 0 6
123.	B. 9.6 7	124.	B. 9.4 7	133.	B. 1.9 7	*134.	C. 6.7 9 & 2
*125.	B. 7.7 7	126.	C. 1.6 6	135.	C. 7.8 3	136.	C. 7.7 9 & 2
127.	C. 1.7 7	128.	C. 1.5 7	137.	C. 8.8 6	138.	C. 8.7 7
129.	C. 2.7 7	130.	C. 5.7 6	*139.	C. 7.9 6	140.	C. 0.7 2

NOTES.

125.—White to B.7.7. Otherwise Black would try to attack by playing B.8.7, forking the points of danger at B.7.7 and B.8.6. See Case 2, page 17.

134.—Secondary object: to capture C.7.6.

139.—White to C.7.9. Unless Black joins at C.9.7, or takes one Hama (by playing C.0.7), he will lose the five men almost surrounded by White.

The latter will therefore give an exclamation of 'Atari' or 'Ote.' While there is no absolute rule compelling the warning, the practice is usual. Compare 'Check to your Queen' in European chess.

For the use of the term 'Atari' in a somewhat different sense see Case 40 (Shicho) page 44.

'Ote' is used by professionals in preference to 'Atari,' but in the case of 'Shicho' the latter of the two can alone be employed.

Reference Notes.

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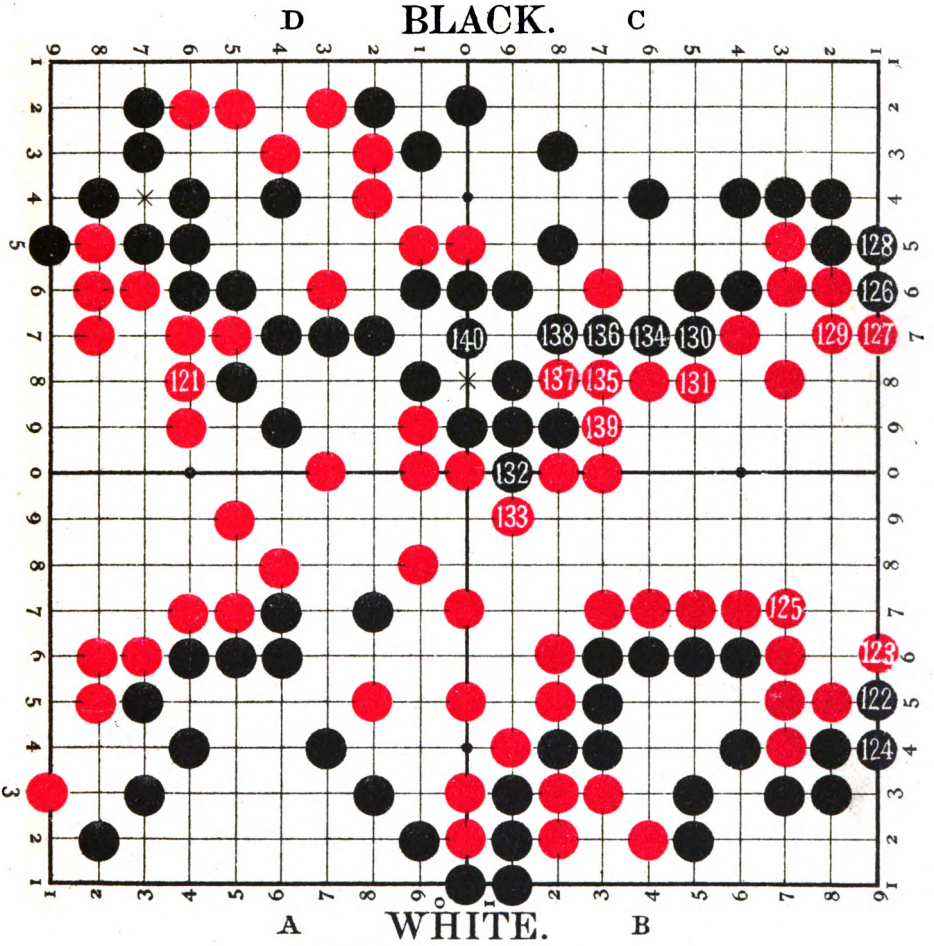

Position after 140th move.

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POSITION AFTER 160th MOVE

White.	(Notes)	Black.	(Notes)	White.	(Notes)	Black.	(Notes)
141. A. 1.2	6	*142. A. 2.4	2	*151. A. 8.6	3 & 7	*152. A. 7.8	7
143. A. 1.4	7	*144. A. 2.3	7	153. D. 5.9	2	154. D. 4.8	7
145. D. 3.9	6	146. A. 9.4	2 & 6	155. A. 7.5		156. A. 6.5	7
147. A. 0.4	7	148. A. 9.5	2	157. A. 8.4	8	*158. A. 6.3	7
149. A. 9.6	3	*150. A. 9.3	7	159. D. 9.6	2	160. D. 9.4	7

NOTES.

142.—A.2.4. Threatening next to play A.1.4, and so capture the men at A.1.2 and A.1.3.

144.—A.2.3. Otherwise if White played here Black at A.3.5 would be attacked on three sides and at the same time his man at A.2.2 be threatened by entry of White at A.3.2.

150.—A.9.3. Had White been allowed to play here his opponent would have been threatened with two dangers—capture of men at A.9.4 and A.9.5, and also with attack next at A.8.2 upon A.9.2. Nothing could then save the five men from capture, and, as a result, White's men early abandoned at B.2.2, 2.3, 3.3, and 4.1 would be rescued and 'revive'. Assuming that White had played at A.9.3, A.7.2 or A.8.2 would be the best reply, though sacrificing A.9.4 and A.9.5.

151.—A.8.6. Prevents the loss of A.8.5.

152.—A.7.8. " " " " A.8.7, and also threatens A.6.8.

158.—A.6.3. Very important. Attack at A.7.3 upon A.7.4 would result in a serious invasion, and Black, if not careful in reply might lose a large section the moment White played A.8.2, threatening capture at A.9.1. If Black joined by playing A.9.1 White would play either A.8.1 or B.2.1, capturing ten Hama on his next move. (See note on 150.)

Reference Notes.

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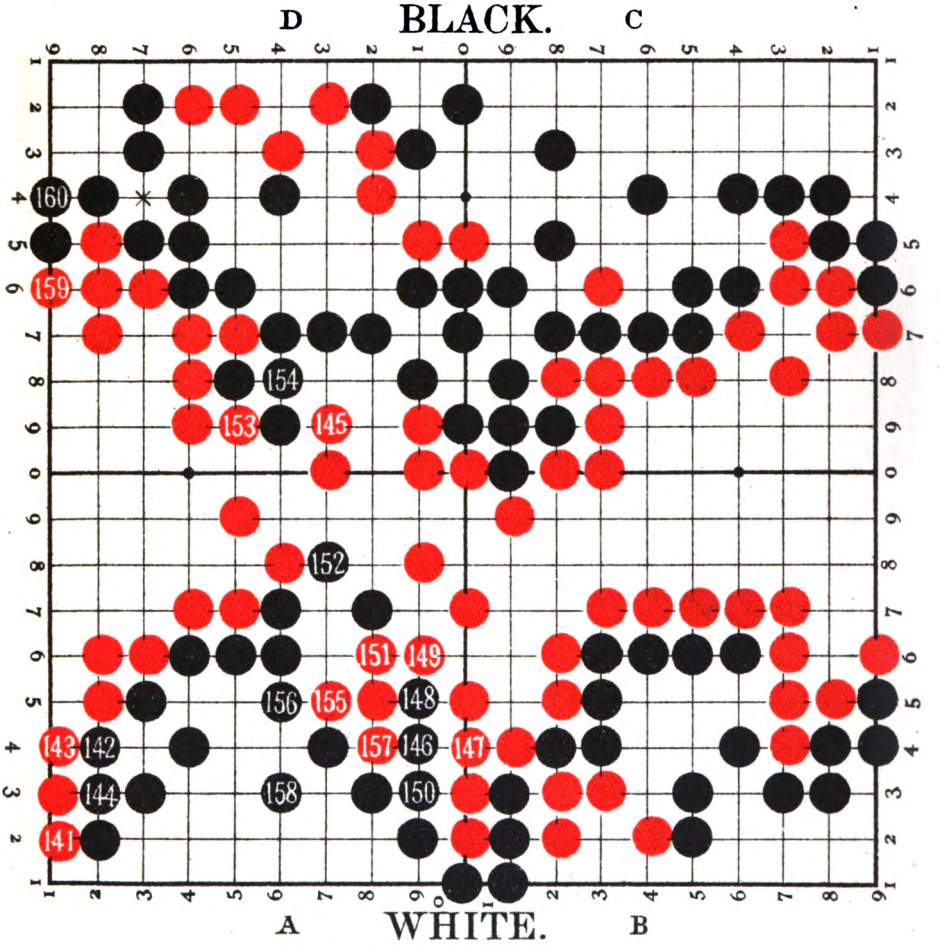

Position after 160th move.

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POSITION AFTER FINAL MOVE.

Neutral ground filled in.

White.	(Notes)	Black.	(Notes)	White.	(Notes)	Black.	(Notes)
*161.	A. 6.0 1	*162.	A. 8.9 6	171.	A. 1.5 7	*172.	A. 1.1 2
163.	A. 9.7 8	164.	A. 7.7 7	173.	A. 9.1 8	174.	A. 8.1 2
165.	A. 7.9 1 & 2	166.	A. 8.8 7	175.	A. 2.1 2	176.	B. 6.5 7
*167.	A. 9.9 7	*168.	C. 4.5 7	177.	A. 1.1 7		(END)
*169.	A. 2.1 6	170.	A. 3.1 7				

NOTES.

161.—A.6.0. Stops incursion by Black.

162.—Decreasing slightly White's area.

167.—No special object, but nothing of importance now left

168.—Much the same reason as for 167.

169.—A.2.1. This move gives rise to the 'Ko' contest.

172.—Could have been played at B.6.5 and so avoided the small 'Ko' passage of arms that followed through White's playing 169 at A.2.1. Black stopped further advance by playing 170 at A.3.1, and White prepared for the impending 'Ko' by playing A.1.5. Had he not done so Black on playing at A.1.1 in 'Ko' would thereby have threatened White's men at A.1.234, compelling White to join at A.1.5. If White failed to do so Black would himself play there and capture three. Assuming, then, that White played at A.1.5 Black would play A.2.1, and so win the 'Ko' practically without a contest. As it is, however, White cannot take Black at A.1.1 without first playing elsewhere, (See Case 10, page 21). By next playing A 9.1. White threatens four men, compelling Black to capture the attacking man by replying with A.8.1, and so allowing White to recover his lost corner point.

176.—Black can find no other good point of attack to continue the 'Ko,' and therefore allows White to win the 'Ko' on playing 177. The Ko in dispute is of but trifling value.

The game is ended by mutual consent, neither side finding an open gate into the other's ground or daring to enter via air-ship and attempt the assembly of a small force with the necessary two eyes.

The following 'Damme' or neutral ground must now be filled up. To do this Black and White may play alternately or independently; it is of no consequence, since the ground being filled has no score. The 'Damme' points are A.7.6, D.2.0; D.2.8; D.3.8; D.2.9, filled by Black and White alternately.

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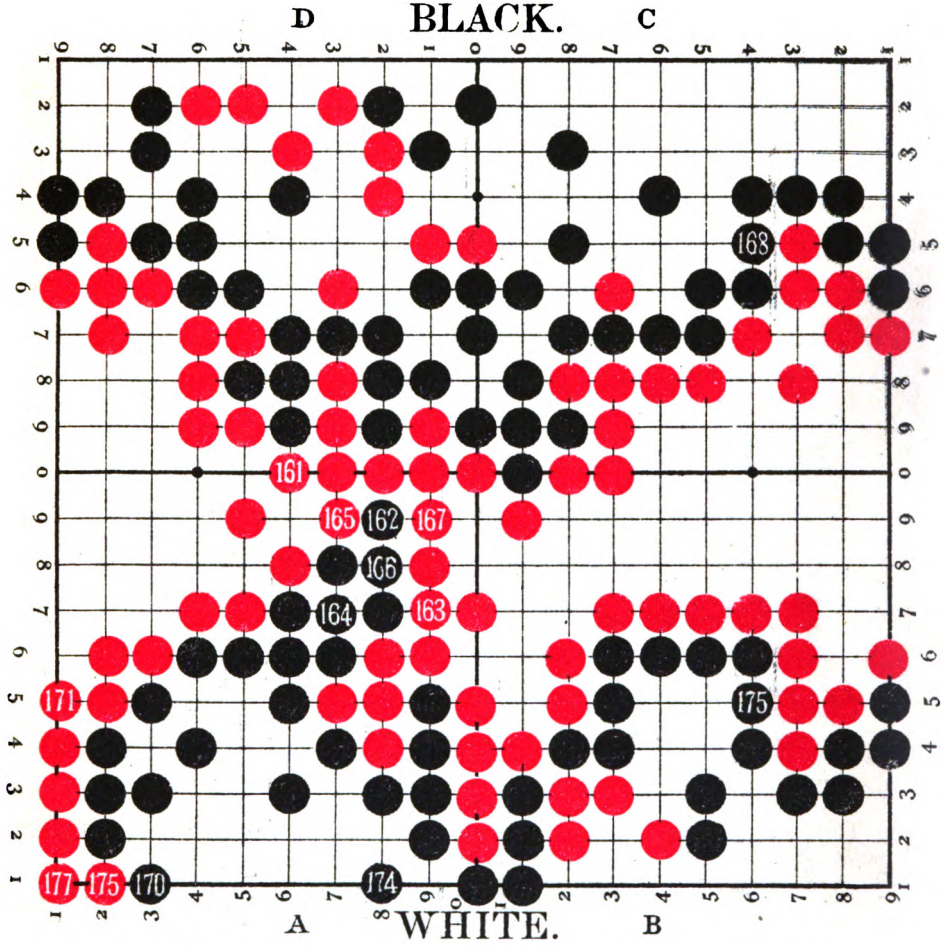

Position after final move, and with neutral territory filled in.

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White's Territory as Arranged by Black.

Section A.

Remove the four White Hama from section B, and from sections C and D the ten therein enclosed. Place Hama in A.1.6, A.4.8, A.4.9 and A.4.0. Remove D.8.7, placing it on A.5.0. Put Hama in A.5.8, A.6.9, and one on A.2.0, thus giving an area of 20 points.

For area in sections C and B, first put C.3.8 on C.3.7, and three Hama on B.8.6, B.8.7 and B.9.7. Remove C.5.8 and C.6.8, putting them on B.3.8 and B.3.9, thus forming an area of 30 points in rows of five each.

Put three Hama on B.2.7, B.2.8 and B.2.9. Remove B.0.7, placing it on B.0.9. In this small area place the remaining five Hama, reducing it to two points.

White's total score in points is now easily counted, and found to be FIFTY-TWO.

Black's Territory as Arranged by White.

Section A.

Put 4.4 on 3.4; 6.3 on 3.2; 6.5 on 8.2; and 7.4 on 9.1. To secure uniformity of shape interchange White at 7.5 with Black at 7.6, reserving for the large area the man removed. In section A Black has 20 points to his credit. The few white men appearing in the boundaries enclosing the area are not enough to make its ownership ambiguous, but as far as possible men of uniform colour should be used in forming the walls. For instance, the men at A.8.4, 8.5 and 8.6 might be interchanged for Black's men at (say) A.2.2, 2.3 and 2.4. Similarly A.7.6 with the man at A.8.7.

Section B.

Remove 5.3 to 5.4; 5.2 to 4.4; 7.3 to 4.5; and 8.3 to 5.5. As this gives a score of 24 points, and not divisible by five without remainder, take three from the uncounted area (say D.0.2, D.1.3 and D.2.2) and place them on B.2.1, 2.2 and 2.3. The one Hama may be placed on B.6.2, giving an area of 20 points.

Sections C and D.

Remove D.9.4 to D.5.5; 8.4 to 4.5; 7.3 to 3.5; 7.2 to 2.5; 6.4 to 1.5; 4.4 to 0.5; C.8.3 to C.9.5; C.6.4 to C.5.5; C.4.4 to C.7.5; C.3.4 to C.6.5; and C.2.4 to C.6.6. Put the one remaining man (transferred from section A) on C.0.3, and lower the four middle men of Black in the small area to fill the points immediately beneath them.

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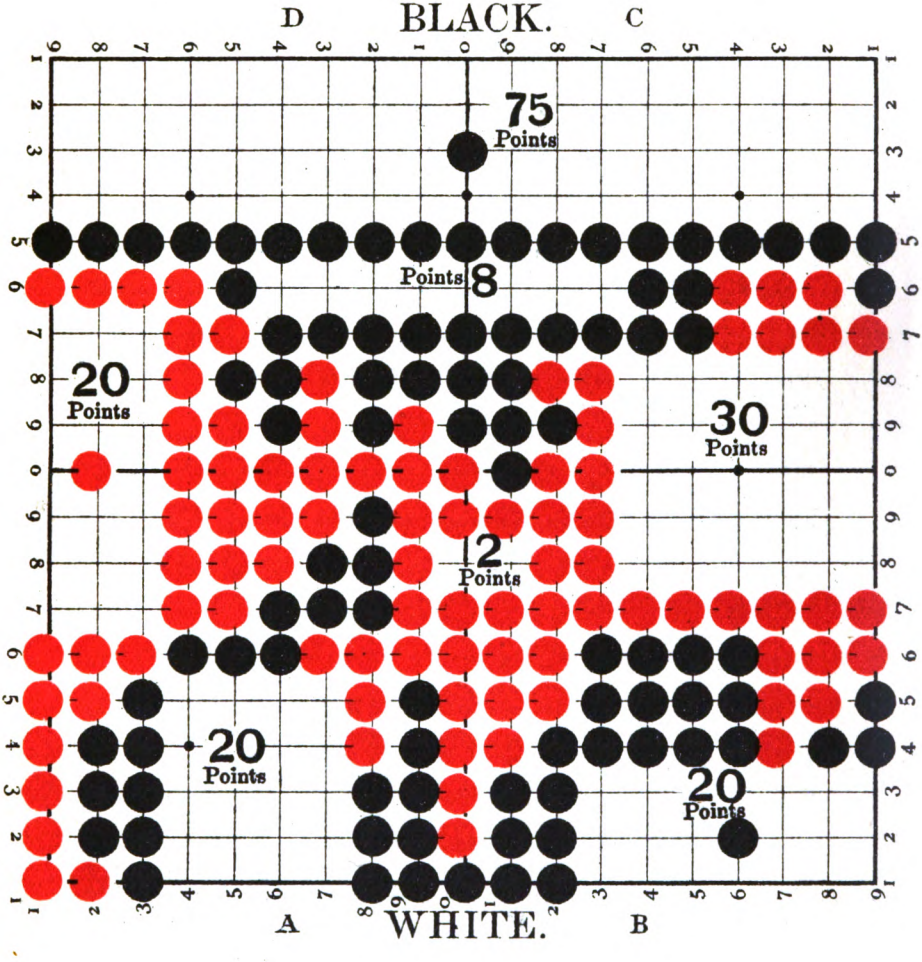

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The game is an obvious win for Black, and while in ordinary play counting would probably be dispensed with it will form a useful study in arrangement for counting points. White undertakes this duty for points in Black's area, while Black acts for White's ground. Each will first remove captured men, adding them to any Hama already in hand.

In areas C & D Black secures ten, in area B, four. As he has already four Hama in hand his total is 18. On the other hand, White has only one Hama to his credit.

While the captured Hama may be immediately placed on the board it is best to retain them in hand to aid in the arrangement of the areas for counting.

The larger area will now contain 75 points, and the smaller a total of 8. Adding these to the scores already made a grand total of ONE HUNDRED and TWENTY-THREE is reached, and since White failed to score more than 52 points Black is the winner by 71.

When one side is obviously the winner counting is usually dispensed with, unless the loser wishes to learn the exact extent of his defeat.

It may be as well to examine why it is possible to remove men captured without closely investing them. A position has now been reached where neither side can secure further space, and neither cares to hazard the risk of entering his opponent's territory. Let it be assumed that Black has to play and has some of White's men in his area, but all the squares of which around the men captured are not as yet occupied. As both players must move alternately, Black might play one stone into his own territory as a first step to closely surrounding the men he has captured. White has to play next, and as 'No-man's land' has already been filled in there is no alternative for him but to enter either his own territory, or that of his opponent. Black's territory, it has been decided, is secure against successful entry, and play upon his own territory would mean the loss of a point for every man deposited therein, thus balancing against every point filled by Black playing in his own territory. Consequently, when there is no possible chance of men in an encircled area becoming 'alive' by making 'eyes,' or by rescue, it is usual to leave them until the end of the game, when they are removed without being completely enveloped.

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The author is indebted to his teacher, Mr. Yoshida, for valuable assistance in compiling the notes upon the game.

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APPENDIX

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A PROFESSIONAL MATCH.

YOSHIDA HANJIRO (White) AND SAKAI YASUJIRO (Black).

Both of fifth class.

Black	(note)	White	(note)	Black	(note)	White	(note)
1 C 3.4	1	2 D 6.3	1	91 D 7.8	(Ko)(H) 2	92 C 4.8	8
3 C 5.4	1	4 B 7.4	1	93 B 6.8	7 & 3	94 D 7.7	(H) 2
5 A 5.3	1	6 A 3.4	6	95 C 9.8	9 & 8	96 C 8.8	10
7 D 7.5	6	8 B 4.3	1	97 D 7.8	(H) 2	98 B 6.7	8
9 B 7.0	1	10 B 7.8	1	99 B 7.7	8	100 D 7.7	(H) 2
11 A 9.3	1	12 D 7.7	8	101 D 8.6	7	102 D 8.4	8
13 D 6.7	8	14 D 6.8	7	103 D 7.8	(H) 2	104 B 7.6	2
15 D 6.6	7	16 D 3.3	1	105 B 8.7	7	106 D 7.7	(H) 2
17 A 4.5	8	18 A 3.5	3 & 7	107 D 4.4	4 & 6	108 D 4.3	7
19 A 4.6	1	20 A 3.6	7	109 D 7.8	(H) 2	110 D 8.0	7
21 A 4.7	1	22 A 4.2	1	111 D 6.9	8	112 D 5.8	7
23 A 5.2	7	24 D 7.9	7	113 D 6.0	8 & 7	114 D 7.7	(H) 2
25 D 4.7	3	26 D 4.9	8	115 D 3.0	8	116 B 8.8	8
27 C 8.3	1	28 C 3.5	8	117 B 8.6	7	118 B 7.5	7
29 C 4.5	8	30 C 3.6	3 & 7	119 B 5.7	2 & 3	120 B 6.6	7
31 C 2.4	1	32 C 4.6	3	121 B 7.9	2 & 8	122 D 7.8	10
33 C 5.0	3	34 C 6.6	3	123 D 5.5	4	124 D 5.7	5
35 D 2.8	3	36 C 7.9	8	125 D 5.6	4	126 D 5.4	5
37 C 5.7	8	38 C 5.6	3	127 A 2.8	6	128 A 2.6	7
39 C 6.9	8	40 C 7.8	7	129 D 9.6	2 & 8	130 A 2.9	3
41 C 7.0	7	42 C 8.0	8	131 A 1.9	8	132 A 6.0	3
43 B 3.9	7	44 C 8.4	8	133 A 6.9	8	134 A 5.9	3
45 C 7.3	3	46 D 3.7	8	135 A 3.9	7 &8	136 A 6.8	2 & 3
47 D 3.8	7	48 D 4.8	8	137 A 7.9	7	138 A 4.8	2 & 8
49 D 4.6	3	50 D 2.7	3 & 8	139 A 3.8	7 & 10	140 A 5.0	10

REFERENCE NOTES.

1.—To take ground, either by opening up fresh territory or by atretching out from an established base.
2.—To secure Hama, or attempt to capture a group by surrounding.
3.—To escape from a dangerous position, or assist men so placed.
4.—To make eyes.
5.—To hinder the formation of eyes.
6.—To trespass upon or press into the enemy's territory.
7.—To act on the defensive, or reply in self-defense.
8.—To threaten or attack neighbouring forces.
9.—To oppose junction with neighbouring forces.
10.—To attempt to effect, or actually effect, junction with neighbouring forces.

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Black	(note)	White	(note)	Black	(note)	White	(note)
51 D 1.7	8	52 D 2.6	3	141 D 9.8	(H) 2	142 A 7.7	3
53 D 0.8	7	54 C 6.4	6	143 A 8.7	8	144 A 7.6	3
55 C 6.3	7	56 D 1.5	3	145 A 8.6	8	146 A 7.5	3 & 7
57 C 9.6	8	58 C 9.5	3	147 A 5.7	9	148 A 5.8	7
59 C 8.5	8	60 C 5.5	8	149 A 7.8	9	150 A 6.7	7 & 10
61 C 4.4	7	62 C 8.6	2	151 A 8.5	8	152 A 7.4	3
63 D 0.5	6	64 C 7.5	(H) 2	153 A 1.0	10	154 A 8.3	4 & 8
65 D 0.4	6	66 D 2.4	7	155 A 8.2	8	156 A 7.2	7
67 D 3.5	8	68 D 0.6	2	157 A 8.4	2	158 A 7.3	7
69 D 1.6	8	70 D 2.5	3 & 10	159 A 9.2	7	160 D 9.9	2
71 D 0.7	(H) 2	72 D 7.3	1	161 D 8.9	(H) 2	162 A 5.4	3 & 2
73 C 7.7	8	74 C 8.7	3	163 A 4.4	10	164 A 4.3	9 & 2
75 C 6.7	7	76 B 2.9	3	165 A 3.0	(H) 2	166 A 5.5	7
77 B 3.8	7	78 B 0.9	3	167 B 3.3	6	168 B 5.8	2
79 A 8.0	8	80 B 1.7	3 & 7	169 B 6.9	7	170 B 3.4	8
81 D 8.7	7	82 D 8.8	8	171 B 2.4	7 & 8	172 B 1.5	10 & 6
83 D 7.6	2	84 B 3.6	8	173 B 3.5	2 & 6	174 B 4.4	7
85 C 6.8	3	86 C 8.9	7	175 B 2.5	1 & 7	176 B 3.7	10
87 A 3.7	8	88 C 3.8	8	177 B 4.5	6	178 B 5.6	10 & 2
89 C 3.9	7	90 D 9.7	2	179 B 5.4	6 & 8	180 B 5.3	3
181 B 3.2	7 & 6	182 B 5.5	2	199 B 1.4	7 & 2	200 A 0.5	7
183 B 4.2	6	184 B 5.2	7	201 A 0.3	7	202 D 3.3	1 & 6
185 A 3.3	8	186 A 3.2	7	203 B 5.1	1 & 6	204 B 6.1	7 & 2
187 A 2.3	8	188 A 2.2	7	205 B 4.1	7	206 B 4.2	7
189 A 2.4	8	190 A 1.3	7	207 A 7.1	10 & 1	208 A 6.1	9 & 2
191 A 1.6	8	192 A 1.4	2	209 A 8.1	7	210 A 6.3	7
193 A 2.7	2	194 A 2.5	(H) 2	211 B 4.7	10 & 2	212 B 4.6	10 & 2
195 D 1.3	1	196 B 8.5	2 & 8	213 B 2.6	9 & 8	214 B 2.7	10
197 B 9.8	7	198 A 0.4	6	215 B 4.8	2 & 3		etc.

'H': Hama removed.

This game ended in a draw—points being equal on conclusion.

REFERENCE NOTES.

1.—To take ground, either by opening up fresh territory or by stretching out from an established base.
2.—To secure Hama, or attempt to capture a group by surrounding.
3.—To escape from a dangerous position, or assist men so placed.
4.—To make eyes.
5.—To hinder the formation of eyes.
6.—To trespass upon or press into the enemy's territory.
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